

# MAIL ORDER **CATALOG** Summer 2000-2001

## **MILITARY SIMULATIONS**

134 Cochranes Rd, Moorabbin PO Box 1164 Moorabbin Vic 3189 Phone 03 9555 8886 Fax 03 9553 3339 Email Address: sales@milsims.com.au Web Site: www.milsims.com.au

-
4
1
5
5
5
5
5
5
5
6
6
6
6
е.

## Warhammer Fantasy Battles 5th Edition Sell Out



With the introduction of WFB 6<sup>th</sup> Ed. here is the perfect opportunity to buy up excellent plastic figures plus card builders, dice, templates, etc, for very little indeed! This big boxed set is the 5th Edition Warhammer Fantasy Battles. The game comes with two popular armies: The Bretonnians and the Slann. The Bretonnians have 12 mounted Knights of the Realm and 24 bowmen, the finest in Bretonnia. The

Slann army has 32 Skink archers (not tough, but make up for it with cunning, speed and sheer numbers) and 20 brutish and savage Saurus warriors. Altogether 88 miniatures. Also a 152 page Battle Book, a Painting Guide, 112 page Rulebook, 3 card buildings, roste pad, 9 magic item cards, 12 dice, 2 range rulers, templates, etc. Limited stocks. Special \$59.00 Retail \$140.00

**Dungeons & Dragons Monster Manual From** the mundane to the magical, from the meek to the mighty, the hardback Monster Manual brings the monsters of the Dungeons & Dragons 3rd Ed game to life with statistics, descriptions, full-color illustrations, and player character information. This book is essential for every Dungeon Master who wants to keep players on their toes! Some of the monsters include elementals, animated objects, elves, dragons of all descriptions, dire boars, bulettes, centaurs, dinosaurs, displacer beasts, driders, dwarfs, ettin, gnolls, griffons, Medusa, mimics, Mind Flavers, monstrous scoprions, etc!



## End of Year Warehouse Sale

We are having our grand end of year warehouse sale on Saturday, Dec 9th, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims.

28 Years of Service

28 Years of Service
Since Mil Sims was established in 1973, it has been efficiently
& reliably servicing gamers throughout Australia. Orders are
processed and shipped within 24 hours, except Eureka, FX &
Miniature World Maker orders, which may take 1-2 weeks.
Items out of stock at the time of ordering will be placed on
back-order and sent to the customer as soon as they are
available again - at no extra cost for postage. Note that there
may be slight delays in despatching orders in the first two
weeks following a new catalog mailing.

The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on every

Gift Vouchers
We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send back the voucher to you.

**End of Year Warehouse Sale** 

We are having our grand end of year warehouse sale on Saturday, Dec 9<sup>th</sup>, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil

#### **Credit Card Phone Orders Welcome**

Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.

if it is, quote your Bankcard/Mastercard/VISAcard number and we'll get your order off to you in 24 hours.

Ansett or Express Post Delivery
If you pay extra to have your order sent via Ansett or Express Post, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.50. Ansett cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

#### **Enquiries**

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

#### **Second Hand Games**

Tired of those un-used games lying around the house? Take advantage of our 2<sup>nd</sup> hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title we are interested in. We will give you credit vouchers or stock to the value of our offer. Ask us for a list of the 2<sup>nd</sup> hand games we have in stock.

## 2 - Wargames: Beginners – Napoleonic

# Wargames

**Color Code** 

- New Item Now Available and in Stock
  - **New Item Not Yet Released**

## Complexity Key

**Basic Games** 

(Introductory Level)

Intermediate

(Still good for beginners)

**Advanced Games** 

(Veteran gamers only)

**Master Games** 

(Too many rules)

## Solitaire Suitability

**Totally Unsuitable** For Solitaire Play #

**Fairly Suitable** For Solitaire Play ##

**Highly Suitable** For Solitaire Play

Can Only Be **Played Solitaire** 

####

## **Company Codes**

Australian Design Group Clash of Arms FAS GDW GRD FASA Corp. Game Designers Wrkshp Games Research&Design Jedko Games Simulation Design Inc. S & T Magazine Task Force Games Victory Games West End Games

AH Avalon Hill Command Mag (XTR) GAM Games Workshop GMT Not Get More Tanks! IRO Iron Crown Enterprises MB Milton Bradley Games STE Steve Jackson Games SUP Supremacy Games
TGI The Gamers Inc
W World Wide Wargames
WIZ Wizards of the Coast SUP

## Beginner's Games

WES

JED Basic Training
This 8 page primer will teach you the basics of wargaming - sequence of play
movement, combat, stacking, With a small wargame set in the jungles of New Guineae
where Japanese forces are marching towards Gona.
\$1.10

JED Beginner's Guide to Strategy Gaming
A more comprehensive 55 page introductory book dealing with rules terminology.
counter symbology, notes or solitaire play, plus a mini wargame of the Battle for Moscow
in 1941, with 39 counters and 3 pages of rules.
\$3.30

JEU Fletd Marsnall
A good warpen for novice players. A well balanced hypothetical conflict in WW2 when
each player's battlefield control is hindered or helped by 32 Situation Cards (representin
a higher command). With marine, armour, infanty, artillery and aircraft assets include
in the 196 counters. Contains three 8"x22" mapboards.

\$19.20

## Ancient & Medieval Era

AH Age of Renaissance

"##

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8<sup>th</sup> Century.

Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Stunning mounted mapboard 22" x 32", three counter sheest, score pads, 64 history cards, etc.

\$105.60

Xeno Alexander's Generals

A magnificent game from Xeno games, this is the game of Alexander the Greats
Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in
mechanics to Milton Bradley's Shogun. For 2 - 6 players, each with two historical
generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy &
Menelaos, etc. The 60 province cards are dealt equally to each player, and players hape
their amies and garisons. Armies have up to 18 units, and all stand-up counters
have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops,
skirmishers, garrisons and triemers. Rulles are simple, so you can concentrate on playing
the game! 23°x25" color map, 552 color stand-up counters, 60 province cards, 4 D10
śec.40. Alexander's Generals

For 2 — 4 players, who battle until the last King controls Bosworth Field, site of the last battle of the War of the Roses in 1485. Each player has 16 cards, each of which moves exactly as a chess piece. However, traditional chess strategies will only go part of the way to developing a successful strategy. With mounted mapboard.

\$38.40

CATAPHRACT MI CAIAPHRACT ing GMTs Great Battles of History rules system. Covers the era of the Justinian conquest of Rome-the greatest expansion Rome had undergone in its history, under single ruler, other than Trajan or Augustus. The wars with Persia are highlighted by ara and Callinicum, the destruction of the Vandals, by Tricameron, and the decades, glavuggle against the Ostrogoths by Cassilium and the great battle of Taginae. Has ee counter sheets, 2 back printed maps, of excellent quality.

\$110.00

GMT CAESAR: CONQUEST OF GAUL

\*\*/###
Using GMT's Great Battles of History rules system, this game contains 840 counters of Romans and Gauls, two 22x34" maps, eight Roman legions, ten different tribes barbariaris, war galleys, sail ships and transports, a much simplified command system, the three major land battles of the war, the feared German cavally.

\*\$9.50.0

VenI, VidI, VidI This module features two Caesar-era battles against the Pontines, 47 BC: Nicopolis and Zela. While Caesar was in Alexandria doing lunch with the Pharach (Cleopatra), his lieutenant, Domitus, gets whomped in Asia Minor by Pharaces, overreaching King of Pontus. Caesar retaliates by marching north and returning the favor to Pharaces. As he said in his dispatches, "I Came, I Saw, I Conquered." The module contains a scenario booklet and 60 counters (mostly the new legions).

\*\$21.60

RGG CAESAR & CLEOPATRA

A card game for two players. Caesar & Cleopatra kissed and they fought. Caesar wanted to place Egypt under Roman administration. Cleopatra wanted to keep it independent. In this game you play either of the above two competitors, trying to influence the Roman senate to back your cause. Back stabbing is all part of the game. You win by making best use of your resources. With 135 cards.

\$43.20

RGG Carolus Magnus 2—4 players are Charlemagne's heirs and in constant conflict with each other. The king has asked them to build castles in his territories, but to do this they must seek and maintain the support of the five powerful clans, and the paladins who administer the Emperor's lands. Castles can only be built where Charlemagne travels, and the players can control to a degree where he travels. Try to take over other domains to be a realm with 10 castles. With geo-morphic tiles, 200 wooden cubes in 5 colors, 30 wooden castles in 3 colors, special dice, special counters, etc. \$86.40

COA Charlot Lords impressive game for 3 — 4 players. Set between 1500 and 600 BC in Asia Minor and the Mediterranean. Each player controls between 5 — 6 nations over the duration of the time period (though not all at the same time.) Every nation has specific historical victory points. Some nations begin strong, others weak. Armies are a mix of foot and mounted units, with a few exceptional leaders. Combat is simple, but expanded an empire and keeping it intact is not! Beautiful mounted mapboard, 140 ?" counters, 170 5/8" counters, nation charts, master nation chart, etc. Great!

Condottiere 2<sup>nd</sup> Ed LIGHT Condottere 2™ Ed in Renaissance Italy, amies of mercenaries fought to conquer fragmented city-states for the highest bidder. Using a unique deck of cards and the map of Italy, you must exploit the assets in your hand and thwart the traps set by your adversaries. Requires diplomatic cunning and good generalship to win. 96 playing cards, 60 small wooden pieces, mounted gameboard. Has optional rules. 2 — 6 players. \$48.00

RGG El Caballero

On to the New World! Leave the Spanish mainland behind and set sail to discover the New World. This time your trusty Caballeros help you to control the islands and the seas of this new land. Both land and sea may contain special treasures. Once new Islands and lands have been discovered, players rush their Caballeros to the most valuable areas to claim them. Buy castles to protect against enemy attacks and build ships to support trade and fishing. This version includes governors and Grandes. With 40 colorful tiles, 52 power cards, 48 area tiles, 16 ship tokens, 16 castle tokens, 4 wooden blocks for leaders. rules, etc.

\$40.80

RGG El Grande

Spain in the middle ages. It is a time of awakening. The position of the king is secure, but the high arstocrats, the Grandes, look to expand their influence. Their primary weapons are the attendants to the king, the Caballeros Each Grande has his favorites, recruited from the provinces, which he deploys to accumulate the power he so desires. Fencing, not with the sword, but with cunning and deceil, the Grandes struggle for power. sending the Caballeros openly into the regions and secretly to the Castillo. Wi wooden playing pieces, over 100 cards, mounted mapboard, etc.

S&T197 Great Medieval Battles Soil 197 Great interdeval batters Strategy & Tacitics Magazine with two complete games, being the Battle of Bannockburn between the Scottish under Bruce against the English in 1314, and the Battle of Angorra in 1402, between the Ottoman Turks under Bayazid (the very one who crushed the crusaders at Nicopolis) and Tamburiaine the Great. The Ottomans were obliterated. 80 large counters, 160 small counters.

AH Hannibal: Rome vs Carthage

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & generals counters.

Joan of Arc
This is a popular European boardgame printed in English by Clash of Arms. For 3 — 6 players, ages 10 and up. For just over one hundred years England and France battled over who would sit on the French throne. Even within France itself factions developed. From this struggle heroes such as the Black Prince and Joan of Arc emerged. Long sieges followed short campaigns, bands of mercenaries marauded across the countryside. Famine and plague made matters worse. With a large mounted mapboard, 30 figures including 20 castles and 10 fortresses, 80 cards, 4 countersheets, etc.

GMT Julius Caesar GMI JUIUS Cases 99 of Stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or consorpt. Every major battle of the Roman Chill War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against \$86.40 Dictator: Julius Caesar Module # 1

Dictator: Julius Caesar Module # 1
Rules, scenanos, & a new full color counter sheet, allowing two new battles to be fought.
Vercellae in 101BC with Consul Manus against the Cimbri under King Boertx, &
Chaeronea in 68BC, Consul Sulia against Archelaeus.
S27,50
Phalamx You cant get GMTs Alexander arymore, but for those who have it, this
expansion has the battles of Sellasia 221BC & Mantinea 207 BC.
S33,60
Players Guide to SPQR You cant get SPQR anymore, but for those who have it,
this is the 72 page player's guide.
C31 Magazine Issues # 5, 6, 9
C31 Magazine Issues # 10 The lastest C3I has seven new scenanos for Caesar,
Down in Flames campaign module including new color aircraft cards, five new SPQR
scenarios with over 80 new counters, 60 other new counters.
C31 Magazine Issue # 11 Has a counter sheet of ancient galleys with Ben-Hur
scenario. Down in Flames campaign complete with charts, 2 sheets of full color aircraf
cards, set in Russia in 1943, a module for Caesar or Conquest of Gaul which focuses on
the Battle of Teutoburg Forest with the Germans & Romans

\$15.35

RGG Lionheart (Lowenherz)
The king lies near death and the princes are all vying to succeed him. To do so, a primust accumulate power. They do this by controlling territories. Each begins with 3 castles, and each turn must choose between adding borders around new territories obtained, placing new kinghts, or saving gold. A visually appealing game with 100 plastic walls, plastic castles and knights, 112 cards, 6 map pieces.

\$81.60

SMG Lords of the Renaissance Game of conquest, trade and gulle in Europe and the Middle East from 1460 — 1499, for 2 to 12 players. Each player starts as a merchant prince or Duchy, and also acts as either military advisor or treasurer of an empire. Color mapsheet, 12 player calendars, 236 cards, 316 counters. 2<sup>nd</sup> rate components in ziplock bag. \$57.60

CHX Plague & Pestilence \*##
A card game of peace, war and plague in the Middle Ages. For 2 — 6 players. Wage war on your enemies, lead a holy crusade, but prepare for the coming of the plague. 2 Death Dice, 6 prosperity

MAY Quo Vadis

Each player becomes the head of a powerful Roman family serving to gain as much political power and glory as possible. Senators of your faction occupy seats on the

various committees. To advance they must make deals and acquire votes from other factions or win Caesars favor. 72 counters, 40plastic senators, board. \$71.95

A stunningly beautiful game that spans 1,500 years of Egyptian history. You seek to expand your power and fame by influencing pharaotis, building monuments, farming on the Nille, paying homage to the gods, advancing the technology of the people — and all for the glory of the Sun God Ra. With board, 16 sun tokens, 180 playing tiles, 48 tablets, 1 Ra figure, rules.

Republic Of Rome Republic Or Rome

\*\*\*/###
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for influence & popularity, using means both fair & foul. These unscrupulous citiques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs.

\$72.00

Salamis (For War Galley) This module depicts the 3 naval battles of the Persian Invasion of Greece in 480 BC, including one of the greatest galley battles of all time, Salamis. Also included is the defense of the western approach to Salamis (the other end of the bay) by the Corinthians, as well as the initial naval engagement of the war, Artemisium. Scenario book, 220 counters (204 of them galleys, triremes, pentakonters, 250.60 etc) and map.

Samurai In Samurial Japan, there were three forces: peasants, dergy and nobility. The way to power led through the peasants, the clergy, to the nobility. To become a samuai, one had to be supported by one of these three forces, and have strong connections to the other two. These three forces are represented in this game by rice fields, buddhas and high helmets, the pieces made from plexiglass. The colorful board comes in four pieces, representing all of Japan. With 39 plexiglass playing pieces, 80 tokens, 4 Japaese screens, rules. Looks cute.

\$81.60

MB Samurai Swords

Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warfords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samural warfare. Their goal? To crush the enemy and earn the exalted title of *Shogun*. Only one can succeed! You have three dairnyos leading field armies garnisons, you can build castles, fortifications or more troops, hire ninja, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production sectory screens, simple to follow rules, plastic swords. 72 domain cards, etc. Note special price.

\*\*S67.20\*\* Samurai Swords

APL Scotland the Brave
An exciting fast paced boardgame of William Walloe's campaign against the English in 1297. With a 11"x 17" mounted map of southern Scotland and northern England. 140 counters, 8 pages of rules and scenarios, 2—4 hours playing time.

\$52.80

IBS Siege
Fast paced card game of medieval siege warfare for 2 players. Has two 65 card denoe for the attacker and one for the defender. Cards a laid out roughly like a castle besieged by the attackers, and include castle walls, peasant and supply cards, most siege machines, troops, events, etc. 2<sup>nd</sup> rate components.

GMT SPQR (Ziplock Bag)

\*\*\*/####
Features Cannae, Beneventem, Zama, Cynoscephalae, and Bagradas Plains. Uses the excellent mechanics from Great Battles of Alexander, with expanded rules for line commands, elite leaders, cavarly pursuit, and war elephants. Includes two double-sided 34"x22" maps (70 yards per hex) and 800 beaut counters.

\$55.00

AH Successors

The time was 326BC, and Alexander the Great had just died. Alexander had made provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With 64 playing cards, mutiny, assassins, sieges, naval was ordered to the force of the 15 generals. With 64 playing cards, mutiny, assassins, sieges, naval was ordered to the force of the 15 generals. combat, defections, 3 counter sheets.

MAY The Settlers of Catan 2<sup>nd</sup> Printing MAY The Settlers of Catan 2<sup>nd</sup> Printing
This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to rotory by clever building and traing. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and tuck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. \$72.00 Settlers of Catan 5 & 6 Player Expansion Now five to six players can explore and settle Catan. Allows you to add up to two more opponents without sacrificing ease of play Has 15 hexagonal region tiles, and in two new colors has 10 wooden settlements. 8 wooden cities, 30 wooden modas, 25 resource cards, etc.

The Seafarers of Catan In this expansion, you control a group of seafaring settlers exploring and tarning the uncharted less of Catan. Build ships, chart nearby waters, establish productive sea lanes, discover far-off mines. With 14 new edge pieces, 24 new hexagons including 12 water and 12 land, 60 wooden ships in four colors, 12 harbor tokens, 16 childs, rules.

tokens, 18 chits, rules.

Seafarers/Catan 5 & 6 Player Expansion Now five to six players can play Seafarers of Catan. Has 30 wooden ships in two new colors, 8 ocean hex tiles, 1 field hex tile, 6 victory point tokens, 10 exciting new scenarios. \$3

MAY The Settlers of Catan Card Game MAY The Settlers of Catan Card Game
Settle Catan! You begin play with a small principality and two settlements worth him
victory points. Victory is achieved when you have 12 points, Just as in the boardgame,
the player's job is to embark on a quest to dominate the land. Players ear a victory
through dever trading and cunning development. Players use combinations of resources
to purchase development cards, roads, settlements or cities. Has 120 beautiful cards,
special dice, two wooden tokens. Very nice!

\$43.20

MAY Tigris & Euphrates

A game of great struggle wherein four kingdoms attempt to develop commerse, religion, political might and food. A balance of co-operation and conquest, coups coercion, only one kingdom will reign supreme in the end. Includes the cities Ur. Ninevah and Babylon, etc. With stunningly beautiful components, including mounted mapboard, 153 civilization titles, 8 catastrophe tiles, cloth bag, wooden monuments, 16 leader markers, 150 wooden cubes, 10 treasure cubes, etc.

\$99.00

TFG Viceroys

A game of exploration of world exploration, colonization and conquest by the Europeans in the Age of Discovery for 1 — 7 players. Explore new lands, loot native empires, plunder treasure fleets, sink pirate ships, build an empire, win fame, fortune and glory. 432 counters, large period map, 96 cards, rules, scenarios.

\$48.00

Vinci - Rise & Fall of Civilizations Lead your civilization through the centuries. You use your civilization's different skills to build an empire, while competing with others for limited resources and territory. When your civilization reaches its limit, you can immediately take over a newly emerging one and start over again, but get points for all successes that you've had. 150 pawns in 6 colors, 39 other pawns, 97 counters, mounted gameboard, summary sheets, rules. Three to six players.

\$62.40

TM war and Peace (Krieg und Frieden)

A beautiful German game with the rules translated into German. Each of the 3 — 4
players are a leading noble in a land where the king is old and childless. His successor will be which ever of the great nobles seems to the king to be best fitted for the task. The candidates gain favor in the king's eyes by being the dominant figure in solving problems such as war and famine, and by taking the lead role in completing the king's dream—building a great cathedral. Lovely round mounted mapboard, wooden cathedral pieces & farm huts, cards, and counters.

\$115.15

## Wargames: American Civil War – World War One - 3

## Napoleonic Era

OSG 1806
Napoleon's Jena-Auerstadt Campaign. Uses Six Days of Glory rules system, nine scenarios from engagements to the full campaign game, two 22x34" maps. 280 counters, OB displays. Can you defeat the Prussians & Saxons?

MiH A FAMOUS VICTORY John Churchill, first Duke of Mariborough, was the greatest soldier produced by the British isles in modern history. This game features his first two stunning victories fought during liel Wer of the Spanish Succession, being: Blenheim in 1704, and Ramillies 1706, two great musket and beyonet battles. Battalion/regimental units. 720 two sided counters, 22x24\* map (one map on each side).

GMT Austerlitz: Napoleon's Greatest Victory

A detailed tactical level wargame with infantly battalions, cavalry regiments, and arbateries, featuring: a chit-based Command system, formations such as line, colskimish; special rules for units such as the French Imperial Guard, Russan Cosset. Six scenarios, two of them major. 1/120 counters. 4 maps.

\$39.

AH Blackbeard

Extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurry, mutiny, etc. 2 mtd mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets.

GUS BORODINO

Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812. Giving a 'miniatures feel', the counters of divisions are 1' by ?', with area movement on the map, so your units look like divisions arrayed in line for battle. With four scenarios, including the full battle. Back printed counters showing infantry and cavally in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" map.

\$48.00

GMI BKANDYWINE
It is 1777 in North America, and General Howe leads the British army against the American capital at Philadelphia, where Washington is waiting. Has three scenarios and a special burmament scenario. Features an army morale track, special units, tactics chits, leaders, basic and advanced rules, 176 counters, 22x34 map.

\$71.95

S&T200 Campaigns of the French Foreign Legion Contains a massive game, with several scenarios, being an operational simulation of several major 19<sup>th</sup> century conflicts where the French Foreign Legion, as well as other French military units, saw action. Covers the war in Algeria, Dahomey, and the Tonkin War in Vietnam. Maps of Vietnam & Africa, 460 counters.

\$60.00

S&T193 Crimean War 1854-55 Operational level simulation of the fighting between Russia and the Alliance of European States in 1854-55, which saw the destruction of the Light Brigade and eventual fall of Sevastopol. 280 counters, large color map.

S&T201 Crimean War Battles
Simulates tactical warfare on the Crimean Peninsula in the 1850s. Each game in the
system represents one of the significant battles of that war. Pieces are companies,
battalions, regiments and brigades. 280 counters, 2 maps, etc.

\$42.95

**Empires In Arms** AH Empires In Arms
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and millitary ambitions that characterised this bloody era. Contains 1008 counters & two 25'x35' maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etcl. A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns.

576.80

MiH Fields of Glory 1709
Great Leaders, Great Battles series, volume 2. Focuses on the battles of Martibo (Cudenarde 1709 and Malajouet 1709) and allows you — for the first time — to close look at the early bayoneted musket battles. Uses an innovative intersequence of play to portray the importance of command control while simulatinear rigidity that reinforced the brutality of mass melee. 840 counters.

COA L'Armee du Nord 2<sup>nd</sup> Edition
A strategical game focusing on Napoleon's Belgium campaign in 1815, with the map including Charleroi, Les Quatre Bras, Ligny, Genappe, Wavre, Mont St Jean and Waterloo, For 2 — 3 players, the map shows the immediate area over which the campaign took place, with off board movement used to simulate the distances some units had to travel to reach the battlefield. 360 counters, 3 maps, ea 34x22". \$72.00

COA La Bataille de Lutzen May 12, 1813, Napoleon is campaigning in Germany, when his army is ambushed by Prussian and Russian armies. By ingipital, the allied armies were in full retreat. The French player is handicapped by lack of cavality and raw recruits, and must quickly consolidate his scattered forces. With 1,000 counters, 2 x 22x34" maps, organization displays, charts & tables, historical commentary.

COA La Bataille de les Quatre Bras
The second game in the Waterloo series. This reproduces that fateful afternoon on one
34x22' period map with nearly 600 counters. Marshall Ney is given command of the left
wing of the Armee to pursue English troops spotted near Brussels. He launches a drive
for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras,
knowing that somewhere in the tall riye and light woods ahead waits the
Duke of
Wellington and thousands of English and Allied troops.

557.60

APL Preussisch Eylau: Eagles of the Empire

Volumg III of the Battles of Napoleon series. Recreates the battle of Eylau foot that on and 5th of February, 1807 between Napoleon and Russia, With a snowy area-movement map, 80 1° counters, 280 °C counters, 23x18° map, 8 pages of rules, 8 pages of scenarios. Units are infantly divisions and cavelly regiments.

72.00

COA Regulations of the Year XXII

This rulebook is the Standard Rulebook, Fourth Edition, which may be used with all La

Batalille games. This rulebook is a guide to tactical warfare in the early Nineteenth
Century. Covers all rules, counter types, terrain types, manoeuvring, etc. 60 pages +

244.75

244.75

COA Leuthen

"It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Rossbach velerans and Breslau survivors against Charles' nearly 60,000 polygenous force of Austrians. Hungarians, Imperials, Bavarians and Wurttembergers. Infantry batallions, cavaly regiments, artillery 'sections. With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition.

COL Napoleon
Napoleon, former Emperor of France, had returned from exile on the Island of Elba, again seized youver quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22 x 17 of southern Belgium. All three armies maneuvre about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, for Fog of War.

\$72.60

OSG Napoleon at Bay
February 1814, with the outnumbered French holding the river lines. Napoleon cannot be everywhere, and the Allies will soon arrive at Paris. With two 22x32" maps, 380 counters, seven scenarios plus 31 tum monster campaign, pitched battles can last many rounds, you can force march in the enemy turn, etc.

\$91.20

COA Napoleon at Leipzig

His Grande Armee shattered on the Russian Steppes. Napoleon tries to regain the inflative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stollid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, solitaire or up to 8 players, 360 colorful counters, great maps, etc.

\$48.00

Without doubt one of the most popular board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard mission & land cards, 300 plastic figures.

Set 20

Over the Trenches By GoBPG, a Risk variant that lets you play World War One, that world was color maps, rules and player aid charts.

Over the Trenches Upgrade Set Same as the above except without the maps.

JUM STRATEGO
One of the best mass-market wargames of all time, up there with Chess and Risk.
Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces,
with one Marshall, one General, multiples of lower ranks including Majors, Sergeants
Bombs and Miners, one Spy and one Flag, Your opponent only sees the back of your
pieces, only you know what they are. There is no luck involved. Each turn you move one
piece. When you want to attack another piece, you each turn you price around. The
higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is
killed by anything, but he can full the enemy Marshall. Bombs kill everything except for
Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game
comes in several formats, as below:

killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Haje - thats the only way to win. The game comes in several formats, as below. 

Stratego Travel A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to seavolve, A "10" kills a "3" for example.

Stratego Crimpad A small boxed set, with small mounted 10.5" x 10.5" mapboard, lastic pieces which clip into plastic bases. 

Stratego Original This is the version I own. A 19" x 19" mounted mapboard and 3D lastic pieces of title castles with the soldier's picture.

Stratego 4 This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank. You have 2D pieces seach. There is a two level plastic forfress in the centre of the board, and you must carry your flag and carry it away too. Amy piece can carry the plastic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line. Saght- but whatever they shoot of dies. The new rank of Captain can move 2 squares, like Soculs. You also have a "Promotion Card". After you have recorded 6 kills of enemy pleces, you can get back one of your losses. With a 19" x 19" double side mounted mapboard, 30 3D plastic pieces. 4 plastic flags, plastic fortess.

RGG Taj Mahal "## centrol of India at the beginning of the 18<sup>th</sup> century is up for grabs. The 200 year-long Grand Moguis dynasty has collapsed, and now the powerful maharishis and princes try to take control. Use strategy and cunning to take over Indian province by province and city by city. The sturning components include 100 plastic palaces, 100 cards, 20dagonal province tiles, 24 oval counters, borus tiles, etc. \$86.40

DEC The '45'
Bonnie Prince Charles' attempt to grab the English throne resulted in him overnrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detatched companies. The map is point to point movement. 352 counters, map, etc.

\$52.80

OSG The Emperor's War 1805-1815
One of the best games of Napoleon's battles that I've seen. Features a beautiful full color area-movement map of the whole of Europe, including Turkey, France, Prussia. Austria, Russia, Spain, England, etc. Two to seven players vie for dominance of Europe between 1805-1815. On land, the units represent divisions of cavalry and infantry and massive grand batteries, while at sea each ship represents a squadron of sailing vessels. When opposing land armies meet for battle, the units are deployed on a battlemap, like a small miniatures game. 560 color counters, play aid cards, 22x34\* map, game money, etc.

DEC
The Sun Never Sets
Three sparate games of the major wars fought by the British to expand their Empire is the 19<sup>th</sup> Century. Players can march to the far flung frontiers of British civilization engage vast hordes of natives, and plant the British flat in Khartoum, Peking, and Ulund With 2 34x22" maps, 620 counters.

OSG

The Last Days of the Grande Armee

A strategic simulations of the four days of the Battle of Waterloo, with scenarios: Ligny-Quarte Bras and Waterloo; and the whole campaign. Uses the Six Days of Glory system initiate and Command Control are centra features of the game, and hidden forces and low counter density combine to make a realistic fog of war. 280 counters with one strength point representing 1,000 men. One 22x34 map.

\$62.40

GMT Triumph & Glory
Provides players with a variety of battles from small to big. Uses an Activation Market
mechanic to create the unsurety of who will do what next, combined with a low
complexity moverfight set of mechanics designed to emphasize fun. Battles included area
Castiglione. Austerflitz, Raab, Aspern-Essling, Wagram 1,120 counters. bwo
22"x34"mapsheets, charts, tables, rulesbook, scenario book, die.
\$90.75

COL War of 1812

In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32"x11" period map with town to townfake to lake movement system; 50 and the proof of the pro

## American Civil War

Hasbro/AH Battle Cry
A beautiful new boardgame by Hasbro/AH division. Has a large mounted mapboard, on which you place up to 46 terrain tiles in order to create any one of fifteen provided scenarios, creating battlefields such as Gettysburg-Pickett's Charge, Shiloh, etc. Also has 116 highly detailed plastic figures of generals, artillery, cavalry and infantry. The board is broken up into left flank, certre, and right flank. 8 unique dice and a deck of cards determine combat and command & control.

36.00

GED Blue vs Gray

Refight the Civil War using this card game. Each deck of cards contains all the cards you need for that side. With these cards you build your army, including important generals, infantly corps, cavally corps, and navel squadrons. Each deck has 78 map and playing cards and 22 support cards (combat, supply, rules, order of battle) and 15 control lokens. You must have both decks to play:

Silver Si Grey North Deck

\$21.45

Blue Vs Grey CSA Deck

COL Bobby Lee

"Iff
Another excellent wooden-block game from Columbia Games. This game brings to life
the American Civil War from 1861-65, covering the war in the east between Richmond
and Washington. You can fight a campaign or five scenarios covering First and Second
Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex
based full color 22 x 25 mapboard, 84 wooden counters with stickers, etc. Once enemy
units both occupy the same hex, a battle is resolved using a full color battlefield map,
with left and right flanks, centre, and reserve, for both players.

\$67.20

GMT Glory

Three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suitated to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps.

\$72.00

**COA Lees Takes Command** COA Lees Takes Command

A two player simulation of the Seven Days Campaign of 1862 that broke McClellars siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia. Includes a 22"x34" map, 240 counters, 2 nilebooks, player cards.

\$33.40

AH On to Richmond

\*\*/##
The 6<sup>th</sup> in the Great Campaign series. The Civil War has been raging for over a year and

River of Death GMT River of Death
This is the first game to take a regimental look at the last major Confederate victory,
Chickamauga in 1863. Uses the latest version of the Great Battles of the American Civil
War system, but with a new fog-of-war style command system. With an endless stream
of reinforcements and constantly moving amiles, a unique battle. Small scenarios up to
the three day battle. 1,260 counters, 4 22 x34" maps, charts, dice.

\$124.60

COA Summer Storm

Recreates the climactic week of action that decided the month and a half long Gettysburg campaign in 1863. With a unique system of command points and divisional activation chits. With four lovely hand painted tactical maps making a total area of 51x44", plus two doubleblind operational maps, each 17x22", 980 counters, full color order of battle charts, scenarios., historical commentary.

## World War One

COA Africa 1880

A stunning boardgame by Clash of Arms. Relive the African colonial adventure! Between 1880 and 1914, European nations fiercely raced to gain control of the "dark continent".

Each player represents a nation exploring and colonizing Africa. The success of their adventure, however, has more to do with intrigue in the Lucurlous pardors of the embassies than hacking through the jungle. Negotiang alliances and declaring war are what change the face of the world With 22 resin-cast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nice, simple rules!

Hasbro/AH Diplomacy

Now re-released by Hasbro with 140 die-cast metal miniatures and a beautiful re-dome
20' x 20' mounted mapboard. A classic boardgame of abstract grand strategy, where 2
to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The
game's dice-free mechanics are simplistic in design, allowing players to immerse
themselves in the machiavellian politics of empire building, Military successes will still win
the day, but only if built upon prudent diplomatic machinations. Also has flag markers and
conference map pad.

\$96.00

MIH In Flanders Fields 2<sup>nd</sup> Battle of Ypress
Focuses on the Second Battle of Ypress in 1915, when the Germans launched a terrible attack upon French, Algerian and British forces. Suitable for solitaire and multiplayer garning 22x07 map, 280 counters, 36 page rulebook, and a historical guide with articles by eye-witnesses, game design notes, etc. No box.

\$62.40

COA Landships

Covers the Great War at tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios. Tree the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1916.

Infernal Machines 20 new scenarios, 2 new double sided geo-morphic maps, 280 new counters with new vehicles, terrain, mortars, SMGs, body armor, LMGs, new intricacles of artillery operations. Covers 1915—1933.

An operational simulation of the clash between German and Russian armies in Poland during November and December of 1914. Both German and Russian armies manoeuvred frantically attempting to encircle each other. With 22°X34" map, 720 counters, rules, four player aid cards. \$105.60 Unboxed \$91.20

GRD March to Victory
This war to end all wars was fought in the dawn of new technology that laid waste to vast empires and their armies, Virtually all our modern weapons were first used in this var. The tactics were not. Mass attack resulted in mass destruction. The Great War with Europa rules, from 1914 to 1916, on the Western Front 16 finites to a fox, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map, 3,360 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and Neutrals OB books. Lots of scenarios. Off maps stratego-operations.

COM MASON-DIXON

Contains large color map plus 538 counters to let you explore the possibilities of the USA fighting the Confederates in either 1917, 1940, or 1995. There are counters for all three possibilities. Also contains 352 counters and map (the reverse side) to represent a 1995 war in the Balkans.

\$38.40

S&T198 Over the Top!

This S&T Magazine contains two WWI games. The Battles of Verdun and Lemberg Lemberg was a battle fought in 1914 where the Russian "steamroller" pushed back the Austro-Hungarian army before it. Verdun was a German attempt to end the war with one huge campaign against a French salient — which resulted in a stalemate and one million casualties. 2 maps, 280 counters.

\$40.70

A different style of wargame. One player controls the American punitive expedition to punish Pancho Villa and his four regiments of bandidos. The Americans have repeatermed cavalry, three trops of voluniteers in filmsy trucks, a couple of machine guns, etc. Second rate components in ziplock bag.

\$21.60

GMT Paths of Glory 1914-1918

Step into the shoes of the monarchs and marshalls who triumphed and bungled from 1914 — 1918. At the heart of this strategic game are 110 strategy cards, being Mobilization, Limited War and foal War cards. Cards cover Landships, Zeppelin Raids, Grand Fleet, Flamethrowers, etc. Movement system is point to point of all of Europe. 316.

S&T180 Reinforce the Right! 1914
A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany.

\$29.70

AH Richthofen's War

All the drama and action of aerial combat over France during WWI. Each player controls
one airplane, attempting to shoot down opponents on the way to becoming an ace. Each
aircraft is unique in its own performance. With 22\*x24\* color mapboard of France. 180
counters, rules, scenarios, aircraft status pad.

DG Tannenberg/Galicia
Two WWI battles. Tannenberg in August 1914, where the German 8<sup>th</sup> army is reinforced with units from the west front, and attempts to destroy one of two Russian armies attacking East Prussia. And Galicia in Aug 1914 where Russian and Austro-Hungarian armies attempt to destroy each other. 560 counters, 2 maps.

\$76.80

The Great War at Sea Vol 2 AP The Great War at Sea Vol 2
The complete World War I Northern Sea War, including the North and Battic Seas. With sturningly beautiful counters. For four long years the British and German fleets warily eyed one another across the cold, chilly gray of the North Sea. Only once they came to blows. Can you break the deadlock of the Great War in a single afternoon? Fleets maneuver on the strategic map, and battle on the battle map. With more than 50 scenarios including the Battle of Jutland. 670 counters, 8 pages of rules, 24 pages of scenarios. Thoroughly recommended.

\$91.20

AP The Great War at Sea Plan Orange \*\*/### What would have happened if the USA and Japan had gone to war in the early 1930s? When their carriers were equipped with bi-planes only? The US developed the Navy Plan Orange to deal with such an eventuality. Now you can pit the 1930 US and Japanese fleets against each other and find out what would have happened. Scenarios include small engagements up to a Jutland sized battle. With 210 stunning counters, 2 maps, 8 page rules, 12 page scenarios.

## 4 - Wargames: World War Two – Europa

AP The Great War at Sea Plan Black
The US suspected that Germany may win WW1, and expected a major naval
confrontation with the Germans in the Carribbean Sea by 1922. They formed Navy Plan
Black to deal with this possibility. Meanwhile, the Germans also expected they might win
the war and flight the US navy, and formed Operations Plan III. This complete game has
8 pages of scenarios, a 18x23" strategic map, 25x25" tactical map, 70 x1" and 140 x?"
\$81.60 The Great War at Sea Plan Black AP The Russo-Japanese War 1904-5.

A Great War at Sea game. This was the most decisive naval battle of the 20<sup>th</sup> century, which saw the decline of the Czar and rise of the Emperor. With 25°x30" strategic map. 25°x25" tacklad map, historical scenarios, what-if scenarios, just 8 pages of rules and 12 pages of scenarios, 210 beautiful counters.

\$72.00 \*\*/#
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansions set in the factor-horn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation.

\$1.90 DEC World War I DEC World War I This game is unique in that it recreates WWI using just 120 counters. From the German sweep through Belgium to the Russian disasters in East Prussia, from the Italian debacle at Caporetto to abortive Alled thrusts through the Balkans. You control the armies of major and minor powers, and also control national resources to create new armies, replace losses, etc. Map is from Paris to Vina, down to Turkey. 17x22" map, brief rules book, and detailed unit set-up. \$28.80 **World War Two** AH Atlantic Storm
From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both players fight battles over the 20 convoys that sail in each game. The cards feature stunning artwork with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules. 2 to 6 players. \$62.40 Axis & Allies MB Axis & Allies Arather big again of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19\*33" mapboard and 299 plastic minatures representing irinarity & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, Ad divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still wirl Recommended. The World At War By Xeno Games, this is a deluxe Axis & Allies expansion. Gives The WOTCH AT Wat by Xeno Games, this is a deluxe Axis & Allies expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rulesmay be used with either 1st or 2<sup>nd</sup> ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops; there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed!

\$81.60 are now rully armed:

Axis & Allies Europe The newest Axis & Allies complete game by Hasbro Axis & Allies Europe The newest Axis & Allies complete game by HasbrolAvaion
IIII, Morg details later, *Due Colober*. No, really
A&A Accessories By Table Tactics, contains 275 new plastic pieces and
instructions. New pieces include heavy fighters, jeeps, jetfighters, land mines, landing
craft, superbombers, V2 rockets
Asia 1483 Variant Set in Asia 1483 AD, players assume control of one of 16 different
kingdoms for control of Asia. Build colonies, compete for European trade. Has 43x39'
map, 16 page rules, 2 sheets of uncut-counters. Low quality.

543,20
Central Powers By Table Tactics, contains 200 new plastic pieces and instructions.
New pieces include MGs, artillery, AT guns, WWI tanks, Half tracks, cruisers and
destrovers. New pieces include MGs, animery, Ar game, and destroyers.

Spr. Burope 1483 Variant Set in Europe 1483 AD, players assume control of one of 16 different kingdoms for control of Europe, Middle East, North Africa. Has 28'x34' map, 16 338.40 different kingdoms for control of Europe, Middle East, Norus Cainea. 1983.40 Middle East Combat A hypothetical war in the Middle East, between the USSR and Iraq, with formidable armored and naval forces, against Iran, Turkey and Saudi-Egypt. Includes full Color map, random event tables, modern weapons. Sale 40 New World Order By Table Tactics, contains 200 new plastic pieces and instructions. New pieces are for modern day combat, including helicopters, jet fighters, STS,600 New Processing Company (1975). lanks, APCs, hovercraft, etc.

\$57.80
\$57.80
\$57.80
\$19.20

Illimited rules. You need A&A pieces and rules to use. JED Europe at War JELD Europe at war A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantly armles, amounted corps, elite forces, aircraft & naval assets, plus three 87x22\* mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. XEN Europe at War By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of Axis & Allies. With 120 plastic pieces in 6 colors, representing infanty, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple too! The game starts in 1939 with the invasion of Poland, and continues until one side vins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USA, Germany, Italy, Rumania, Hungany, Bulgaria, & Finland, Also has 119 counters, full color 24x36\* map, 70 mini poker chips. Very thoroughly recommended! Situri INVASION SIGLIT 1943

Step into the shoes of Patton and Montgomery to lead Allied forces into Sicily in the largest Allied amphibious invasion of WWIII. The Germans resisted the Allies for six weeks before being overwhelmed. Can you do better? With four scenarios, and the option to use different invasion strategies. 240 counters, 2234"map. \$57.60 option to use different invasion strategies. 240 counters, 22x34" map.

\$57.40

COL Victory: The Blocks of War
An absolutely stunning new game from Columbia Games, using their excellent wooden blocks to create fog-of-war. Featuring a mythical map, this is a fast paced strategy game. Vou command a variable force of army, navy, and air units, over four geomorphic maps that can be joined together in a variety of ways. You can choose from ten WW2 unit types including fighters, bombers, carriers, battlessips, amor and infantly. 100 wooden counters with great new graphics. 4 16x11" mapboards. Each wooden block has 4 steps, each being ore division, 100 planes, battlessip, etc.

\$72.60

Victory: Desert/Canal Mapset Contains a desert map and a canal map. Each full color mapboard is geomorphic and 16x11".

\$17.30

Victory: Ocean Mapset Contains two clean maps, one with islands, the other with two coasts. Each full color mapboard is geomorphic and 16x11".

\$17.30

Victory: Ocean Mapset Contains two ocean maps, one with islands, the other with two coasts. Each full color mapboard is geomorphic and 16x11".

\$17.30

Victory: Ocean Mapset Contains two ocean maps, one with islands, the other with two coasts. Each full color mapboard is geomorphic and 16x11".

\$17.30

Victory: Orange Blockset Contains 50 new orange blocks with 12 new unit types: 4 jets, 4 torped bombers, 4 medium bombers, 6 destroyers, 6 cruisers, 4 elite armor, 4 artillery, 4 mech, 2 mount, 2 engineers, 2 marines, 10 logistics.

\$21.10

Victory: Orange Blockset Contains 50 black blocks & stickers, being the WW2 standard set. This allows another player to join into multiplayer games.

\$21.10 armor, 4 artillery, 4 mech, 2 mount, 2 engineers, 2 manues, 10 rugieuxo.
\$21.10
Victory: Black Blockset Contains 50 black blocks & stickers, being the WW2
standard set. This allows another player to join into multiplayer games.
\$21.10
Victory: Black Elite Blockset 50 new black blocks with 12 new unit types: 4 jets, 4 torpedo bombers, 4 medium bombers, 6 destroyers, 6 cruisers, 4 elite armor, 4 artillery, 4 mech, 2 mount, 2 engineers, 2 marines, 10 logistics.
\$21.10
Victory: Logistics Set 105 new color counters plus rules. Adds air, navy and army factories to the game, which replace cly production points. You can also use engineer units to build airfields; marines can build mulberries; and more.
\$17.75
Victory: Blank Maps Contains six card blank hexmaps.
\$17.75
DEC War in Europe Updated Version
War in Europe is the largest ever wargame to be published. It simulates the war in

Europe from 1939 — 45 at division/corps level. There are nine stunning 22"x34" maps. Over 25 countries are defineated with their industrial and resource centers, major and minor ports, cities, rivers, etc. With mid complexity ruises that have been updated with many new optional rules. There are 4,080 counters, 480 new to this version, including artillery, German motorised units, US Marines, Soviet Guards, French armored divisions. You must manage your own war economy within certain broad limits; has a campaign game and numerous scenarios, you can even play just the Eastern the whole war. Strictly limited stock available. ADG World In Flames Deluxe 6th Edition

ADG World In Flames Deluxe 6th Edition

Award-winning Australian game A strategic level game of the Second World War. Swerining Australian game A strategic level game of the Second World War. Swerining Australian game, A strategic level game of the Second World War. Swerining Australia. 3,400 full color counters represent the armise, corps, and divisions, the aircraft carriers, bettleships, cruisers, and air groups that took part. Players make strategical decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All sher rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended.

World in Flames Classic Basic edition.

Afa/AsA Update Kit Replaces Africa Aflame and Asia Aflame for all players of World in Flames Affined to contains new counters, and the revised maps are now of the same stunning quality as WiF-the final edition. Has 400 counters and maps for Africa of Scandarya.

\$37.45
AMERICA IN FLAMES This is a complete game, 2 — 5 players fight for control and Scandanary, tally and Japan must attempt the largest naval invasion in history, as the Americas in 1945, after the Axis powers have conquered all of Europe and Asia. Germany, Italy and Japan must attempt the largest naval invasion in history, as the attempt to conquer North and South America. USA and the remnant forces of the Commonwealth try to delay the Axis conquest long enough to let US scientists develop the superveapon that will win the war. Both sides try to woo the neutral South American countries to join them. With 840 counters, 2 x 594x840mm maps, rules book, charts, rules.

dice. \$95.00

AMERICA IN FLAMES Update Kit Contains as above, except only has \$1.60

\$\$81.60 AWIENCA IN PLANIES OF USE 18 CONTROLL STATES AND THE CONTROLL STATES OF THE CONTROLL STATES

large map, rules, charts.

WIF Annual 1998 Includes Leaders In Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WIF world, etc.

\$48.00

WIF Companion on CD Now the entire WIF universe is available in one easy to use CD for your PC. Including all the maps, counters, rules and charts from all the WIF agames and kits as well as the latest fully cross-reference rule books and Line of Communication magazines (from issue 9.) Requires IBM PC. \$60.00

# **Advanced Squad Leader**

Multi-Man Publishing have acquired the rights from Hasbro to continue producing Advanced Squad Leader. They are currently working on several new titles, plus a re-vised reprint of the basic rules. The first new product is the ASL Journal Issue One.

Advanced Squad Leader Rulesbook 2<sup>nd</sup> Ed AH Advanced Squad Leader Rulesbook 2<sup>nd</sup> Ed \*\*\*/i###
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 6 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Officoard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes). This 2<sup>nd</sup> Ed incorporates all known errata, Chapter K, which is a walk through tutorial on how to play ASL; new examples, revised bocage rules. December.

A G1s Dozen Contains 13 new ASL scenarios updated and adapted from the prescription of the Contains 13 new ASL scenarios updated and adapted from the product of Anyl of Victory and Senes 300. Scenarios include North African in 1942, German counter attacks at Anzio, US paratroopers make a daylight drop over a bridge, the 101st Autorione in trouble, Germany 1945.

ASL ANNUAL 19 6 Full of new scenarios, etc.

ASL ANNUAL 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new scenarios, etc.

ASL As and 196 Full of new 196 Full of new 196 Full of new 196 Full of 19

an escape rout in Russia 1944, Japanese by to reveal in 1945.

\$55.20 ASL Journal Issue One The first new product from MMP, the new producers of ASL. A6 4 page journal similar to the previous Annual. Includes an article on smoke ASL, how to use 2<sup>70</sup> rate AFVs, a Red Barricades campaign, Chapter S (Red Barricades solitaire), jungles, and heaps of top quality scenarios from all periods of the war.\$46.20 ASL Journal Issue Two A new 68 page journal with a 22\*X23′ full color map of Kakazu Ridge on Okinawa, 370 back-printed color counters, Chapters K and Z, scenarios for the counters & maps, heaps of other scenarios including D-Day, Poland 4030 Kluvis in N Africa, etc.

Seg.30 November 20 November 20

usual plettora or n.vs., was a marker. There are also four 8°x22′ mapboards (#16 to #19), 8 scenarios, or hepote plus U.S. vehicle notes for chapter H.

991,20
PARTISANI MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (xis minor infantly 8 support weapons), plus two 8°x12′ mapboards (#10/32).

WEST OF ALAMEIN MODULE 5 An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter Frules for desert terrain, and weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, free 8°x22′ desert mapboards (#25-29), a 7°x 22′ escapment map and six \$110.40.

As scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map en a pages of terrain overlays.

\$110.40

THE LAST HURRAH! MODULE 6 Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia. Contains two mapboards (#33 &11) plus 260 counters (featuring Allied minos package presents the Italians; whose Holland of the Poland o

RED BARRICADES HISTORICAL MODULE 1 The mapboard, 31x45°, has 1° hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter 0, 88 ounters for marking fortified buildings, Cellers, AT ditches, etc. Includes three separate Campaign games for street fighting, and the control of Chapter P.

\*\*T6.80

\*\*KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A companion that we wands upon the MODULE 2. Includes update to Chapter P; three different campalign games. In the campaigns, surviving units and equipment are retained for the next campain scenario, a critical factical dimension - conservation of force - is added. Six scenarios, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, 10 counter P rules update.

scenarios, and one monster scenario uses all use triege 2. The glider-borne D Company.

Chapter P Jules update.

PEGASUS BRIDGE HISTORICAL MODULE 4 The glider-borne D Company.

2<sup>nd</sup> Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. They repulse eight different German counterattacks from the 21<sup>nd</sup> Panzer Division and 716<sup>nd</sup> Infantry Division until relieved. With on 22°x32° map, Chapter Q, 22<sup>nd</sup> S76.80

counters, 15 scenarios.

77.6.30

REF: TARAWA HISTORICAL MODULE 5 US Marines were being slauphtered as they attacked in waves upon the heavily defended beaches of Belio on Tarawa in 1943 - defended by over 4.000 Japanese crack marines manning over 500 defensive positions and structures. With 826 counters, two 23" x 21" maps of the Island.

scenarios, campaigns, Chapter T.

4 BRIDGE TOO FAR HISTORICAL MODULE 6 British Paratroopers sieze a grand bridge in Amhem and holf out against the g<sup>litt</sup> and 10<sup>lit</sup> SS Parazer Divisions, and are soon fighting over city blocks. Has Chapter R detailing city terrain, bridge rules campaign rules, also 1,040 counters, 9 scenarios and 3 campaigns, a 23 x 21° full color mapshet of the bridge and surrounds.

\$110.00

\$110.00

##### Has numerous charts and tables for generating enemy units, random events, and mapboard configerations and tables for generating enemy units, random events, and mapboard configerations tables in the public detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, and Germans, color nationality cards - ones three sides against the other. With 14 new scenarios, 260 counters, generation cards, Chapter S.

ASL & Squad Leader Boards
The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 3, 4, 6, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31. ASL Deluxe Boards (with big hexes) B. C. D. E. G. \$12.50 ea

Map North - \$14.85 Map South - \$14.85
Two huge maps of the streets of Stalingrad, with factories, named buildings, etc. Map North includes a river down one side. Map South is just sprawling factories.

## Critical Hit ASL Supplements

CLEARANCE See prices below

Critical Hit Magazine Issue #7 Includes 7 color counters, six scenarios, indepth look at para-drops, the Canadian army.

St.00

Critical Hit Annual Bonus Edition Has 22 new scenarios of the British verses the Italians in North Africa, including a 3 scenario campaign of desparate fighting at Beda Form in North Africa in 1941. Has a full color 22" x 30" map of the Beda Forms 1941.

S20.00
ASL News Pack 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940.

ASL News Pack 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940.

Aussile-ASL '97 Pack A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney.

Aussile-ASL '98 Pack ten fresh tournament style scenarios, including Italians in Yugoslavia in 1941, fursh 1943, the Japanese in Indian in 1944, Bondeno in Italy 1934, Aussile tanks in the East Indies in 1946, etc.

S500.

Carnage at Cassino, Jan — May 1944 saw the French, American and British assaulting the German 90<sup>th</sup> Panzergrenadiers Division on Monte Cassino. Includes assaulting the German 84 campaining names 8 scenarios.

large color map & 4 campaign games, 8 scenarios. **Dzerhezinsky Tractor Works** Battle of Stalingrad October 14-15<sup>th</sup>, 1942.

Includes large, full color map of the factories, rules to cover special terrain, rules for Platoon Leader, 4 big! scenarios.

Suro-Pack II: The Battle of the Bulge Eight scenarios that follow the Bulge, including house to house fighting in Belgium, a hidden Sherman wreaks havoc, German

infantry attack US gun positions, etc. \$7.00 Euro-Pack III: Late War '44-'45 Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normandy 1944, Red Devils are forced back by Serman tanks.

Euro-Pack V: Eastern Front Warfare Eight scenarios set on the Russian Front,

from 1941 to 1943.

Euro-Pack VI: Partisans & Irregulars Eight scenarios including a stout Greek defense in 1941, partisans in Corsica, Red Chinese guerilla activity, Yugoslavian \$7.00 partisans: the Polish insurrection, etc.

\$7.00

Gembloux: The Feint A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical

SOME.

4-6UI's Bridgehead Depicts the fighting around the Psel River bridgehead during the Battle of Kursk 1943. Includes a large 22°x32" map, 140 counters of the entire German

infantry order of battle.

Leatherneck III 8 new scenarios focusing on unheralded army units that came to the aid of the USNC in hard fought actions in the Pacific.

ST.00

OAF (On All Fronts) Pack I Has ten scenarios, including a Soviet T-34 counter to the state of the USNC in the St. Counter to the USNC in the USNC attack aginst a German figer I advance.

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7.00

7

and Japanese defenders

\$25,00

\$\$tonne 1940 Depicts the bitter battle for the crucial village of Stonne, and its dominating heights, during the battle of France, 1940. Waves of B1bis, H-39, FCM-36 trying to sweep away the Germans.

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,00

\$25,0

against spears? Find out:

Uncommon Valor The first in a three part series re-creating the Battle of two Jima,
Feb 19 — March 8, 1945. This module focuses on the battle for Motoyama air-field and

red is — watch 6, 1940, files includes flamethrower Shermans.

The includes flamethrower Shermans.

Waffen-SS II Fuhrer's Firemen Actually not CHI, but by Heat of Battle. Eligible scenarios and 240 counters printed in white on black. As a special bonus a Chapter H page is included containing the necessary rules and notes for a rare set of vehicles found near Hitler's bunker.

\$25.00

**Europa Series** 

GRD BALKAN FRONT
Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed flailan attenpt to conquer Greece, the German biltz which overran Yugoslavia and Greece, and the German airbome assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, 486.40 % Sec. 1941.

GRD FIRE IN THE EAST Covers the war in the Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet winter counter offensive in March 1942. Six maps stretch for Warsaw to Stalingrad. Terrain is analysed in detail with over 20 different types. 2,500 counters. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German panzer spearfleads can break through the front easily, but soon find themselves outruning the supply lines.

GRD FOR WHOM THE BELL TOLLS

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypcordical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts.

\$124.80

GRD POLAND - FIRST TO FIGHT On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and

## Wargames: African Campaign – General Games - 5

Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, scenarios. \$115.20 COA OVER THE REICH GRD SECOND FRONT

GRD SECOND FRONT
This game depicts the western Allied campaigns in Italy, France and Germarly, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters 4 waps, charts, rules.

\$216.00
Updated Second Front Counter Sheets
\$24.00

\*\*\*\*/### GRD STORM OVER SCANDINAVIA started off as a what-liff scenario on how to invade Norway. It ended up as a full-blown, utilit-corps invasion on the eve of Germany's invasion of France. With 1,400 counters, map sections, rules, OB books, charts, etc.

GRD The Damned Dice Hard Philippines'41
The second game in the Glory series, focusing on the war in the Pacific. This is a detailed, operational level game depicting the conflict between Japanese and Allied forces in and around the Philippines from December 1941 —May 1942. With 840 counters, 3 maps, rules, QB books, chart set.

GRD WAR IN THE DESERT

This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in '40 to the Axis surrender in May '43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD 42 biplanes to giant B-24 Liberaturs. Has the Europa forces and orders of battle for Turkey, Iran, Iran, Transjordan and Egynt 1939-45, the forces garnisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts.

GRD WAR OF RESISTANCE

War of Resistance, China, 1937-41 is a detailed, operational level game which chronicles the second Sino-Japanese War starting on July 7<sup>th</sup> 1937. Viewed as the true beginning of World War II, this game covers the conflict through to the Japanese attack on Pearl Harbor Although often forgotten, the Japanese war effort into China was immense and exhaustive, absorbing the majority of Japanese ground forces — forces which were needed elsewhere. With 1.96 counters, five maps, rules, OB charts, etc. Unit scale, divisions, regiments, battalions.

African Campaign

JED AFRICAN CAMPAIGN 2nd Edition

A fast, desperate game of the desent war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 111/327 mappoard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines.

\$24.00

COL MEDFRONT

You must own West Front to use. This game simulates the tragic and chaotic civil was between Nationalist and Republican forces that engulfed Spain from 1936-1939, and the campaign game of the Desert War, from 1940-1943. With two full stunning color maps, 50 wooden counters with stokers giving tog-chare, and compatible with West Front and

UGG Triumph & Fall of the Desert Fox

By the German company UGG. This game is the smallest and easiest game of the 
Empires of Apocalypse series. Perfect for beginning wargamers, it includes a quick starcard of 2 pages, allowing you to start playing the game without reading the rules.
Unboxed, with 280 counters, 4 maps, player aid cards.

\$48.00

MIII TUNISIA 43.

The fate of North Africa rests on your strategic abilities in this detailed simulation. Can you break through the US defenses and take the Kasserine Pass? Or can you stop the offensive and end the Axis last hope for glory in North Africa? The central aspect of the game is the Operations Cycle, in which one player activates units according to his Operations Points, while his opponent reacts to these operations. 22x35" map, 420 double sided counters, play aid charts, 36 page rulebook.

\$81.50

Western Front

COA ACHTUNG - SPITFIRE

Simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc.

\$48.00

ATH AIR FUNCE.

A rather complex game that re-creates historical air battles from the Battle of Britain through to the massive air offensives over German. Each aircraft has its own counter and data card, with strengths and weaknesses. Color data cards for 30 different aircraft, geomorphic gameboard sections, 255 counters. Also includes the Dauntless Expansion, with 30 new aircraft, dive bombing, carrier takeoffs.

\$76.80

SG BODYGUARD OVERLORD

\*\*/#
May 1944. Allied preparations for Operation Overlord are in full swing. Fresh US troops
arrive dally in England, and the planned Bodyguard deception effort makes their
numbers appear even greater. But the Germans sends spies to England to try to learn
the place and time of the D-Day invasion. In this tense game of intelligence, deception
and invasion, of ploy and counter-ploy, combat occurs only as the logical result of careful
planning and in some cases, best guesses. All 300 counters are backprinted so that you
don't know what actual unit they are. Also 22x34" map, 36 espionage cards, etc. \$62.40

GMT BRITAIN STANDS ALONE

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiorty and then gone on to inflict serious losses on the Royal Navy. With 480 counters, 2 maps, rules, cards, etc. \$52.80

CHI COMBATI Normandy

Critical Hit are now producing their own range of WWII tactical wargames. The maps and scenarios are the only components compatible with ASL. This complete game recreates the furious combat in Normandy from June & 10 9th 1944. Features complete easy to learn rules, three mapsheets, scenarios booklet, 4 play aid charts, 280 counters.

Special \$40.00

JED FORTRESS EUROPA
An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victor. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkszum, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map, Unboxed. Very entertaining.

\$9.60

GMT June 6 D-DAY, 1944

"\*/###

With five scenarios ranging from the first week ashore to the entire June campaign. Can
you as Germans hold off the Allies while building up more reserves? Can you as Allies
smash through the German lines sooner? Optional random events, sliding scale of
victory points that reduces over time and is affected by what objectives you ury to take,
or how many reinforcements you commit. 560 counters, 2 x 22"x34"maps.

\$76.00

AH LONDON'S BURNING

"Villiam
August 1940: Defend London against German bombers and fighters in this solitate or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they born your airfields and installations in southwest England. You command two RAF fighters in this tactical game. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, 2 16 x2z\* sturning color mid mapboards, rules, 8 scenarios.

Simulates tactical air to air and air to ground combat over Europe from 1943-15. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorist counters and one 34'x22' double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios.

PIERCING THE REICH NIIIT PIERCHING ITE RECLUT

The properties of the Battle for Aachen in 1944, which was the first German
city taken by the Allies, using the Thumphant Fox game system. The sequence of play
is interactive with the focus on command control. Special game features include
infiltration tactics, variable game turn length, variable combat strength determination,
armor superiority, Tiger Tank Scare, railtrad guns.

772.00

THE INVASION OF ITALY Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secu beachhead from 9 - 19 Sept 1943, 700 counters, 22x34" map.

A new fast-paced, low complexity area-movement game of the Battle of the Buge in 1944. Features an impulse based movement and combat system which forces both sides to hoard reserves to respond to both opportunity and disaster on the battlefield. With 3 scenarios and campaign, unperdictable combat system which results in heavy starting for both sides, 352 counters, 22°x34" map, charts, 4 x 10-sided dice. \$62.40

COL WEST FRONT

This is the second game in Columbia's East Front series, and can be played by "farf"
inked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and
laby, and includes the invasion of Normandy until the fall of Germany in 1945. Includes
120 wooden blocks with stickers on their front, which are rotated to record lossess, and
also provide fog of war, as you only see your opponents counter strengths when a believe
cours in a hex. Includes rules for a three-player game, where the Allies and Soviets
compete with each other to take the most of Germany. 6 scenarios, stunning 22x47

\$66.00 COL WEST FRONT

maphosord, etc. \$99.00 EURO FRONT This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for each year of the war are included.. \$60.50

**Eastern Front** 

A BOLD STROKE - KIEV 1943 A BULD STROKE - KIEV 1943
The Soviets assault Kiev and surrounding terrain after smashing the Germans at Kursk, in 1943. But the Germans rush in heaps of reserves in an effort to stem the Soviet assault. Corpsidivision sized units are used as players have interactive turns, where you can use your reserves during the opponent's turn. Units range from massive Soviet Rifle corps to German Cavalry regiments. The initiative swings from one side to the other, as massive German reinforcements appear just as the Soviet Offensives begins to overextend itself. 280 counters.

\$62.40

Overextend user: 200 Journeys.

GMT BARBAROSSA Army Group South
Follows the progress of Germany's Army Group South as invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Parazer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22/34" and one 17x22" maps, eight scenarios, etc. detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. \$96.00

GMT BARBAROSSA Army Group Center
In June 1941 Army Group Center smashed through Soviet defenses as it blitzkrieged towards Minsk. This allows them to destroy the Soviet Western Front, and now they blitzkrieg towards Smolensk, which also falls. But now Hilter overrides his generals and over half of Army Group Center's parazer and air formations are sent north or south, allowing the Soviets time to regain their shattered front. Did this mistake cost the Germans the war? Play this game and find out. With 1,120 counters, four 22'x 34" mapsheets, assymmetrical sequences of play which highlight Axis armored breakthroughs. OB charts, rules.

MiH Clash of Titans — Tank Battles for Kursk

"/###

The Soviets built massive fortified lines in the Kursk sector and made many force wariable as reserves. On 5<sup>th</sup> July the Germans attacked with 435,000 men and 2,700 tanks, met by 1,550,000 Soviets and 4,800 tanks. With 600 counters including full color photos of tanks, units from battalions to divisions and corps, 22x44\* map, simple rules which include two kinds of combat, tanks verses tanks, and regular combat. Looks great.

Safet in a vininck 566.95 which include two kinds of Sold in a ziplock. \$66.25

MiH DRIVE TO THE BALTIC! NITH DRIVE TO THE BALTIC!

\*\*/###
Recreates the July 1944 Soviet campaign to cut off Army Group North and destroy it, and the German counter-attack which tried to reopen a corridor to the cut-off army group. Has easy to use mechanics, fog of war, random events; unique in that both players get many opportunities to attack and defend; 22x35" color map, 280 beautiful counters of regiments, brigades, divions, corps. Unboxed.

\$62.40

COL EASTFRONT

This is my favorfie game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit lateles losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together. The game also links directly with West Front.

with West Front See the computer section for details \$77.00

Computer EastFront See the computer section for details \$77.00

See The Computer See the computer section for details \$77.00

VolgaFront This expansion allows players who own EastFront to simulate the planned Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard are extends paily to the todhills of the Urals. This extension radically alters how the German player views the region east of Moscov and Stalingrad. With 11x34" mapboard, scenario booklet, and the complete EastFront 2<sup>70</sup> Ed rules book.

S&T199 Forgotten Axis: The Finish Front
Featuring low complexity rules, 280 back printed counters and lovely color 17x2" refocuses on the war between Russia and Finland, namely, by recreating two battles, Allakurttl and Loukhi as the Finish push through forests to try to cut the Murmansk Railway, Looks really good.

Command Magazine 53, focusing on the war on the Eastern Front from late 1941 until Nov 1942, where the Germans are attempting to take Moscow, Lenningrad and Stalingrad. 156 counters, 34x22" map. Begin in 1941 or in June 1942. Germans are mostly on the offensive.

GMT LOST VICTORY KHARKOV 1943
It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. With 480 sturning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 Alauars. **GMT LOST VICTORY KHARKOV 1943** 

COA OPERATION SPARK! OPERATION SYARKI
Operation Spark was the Soviet offensive in January 1943 to relieve Leningrad of the
German siege. Soviet infantry are regiments and battalions and the Germans in
battalions, the armor in companies, and the afflery in brigades Artillery is crucial. The
rules have a flexible command system, interactive exchanges of fire, and everything from
acrosans to Tiger tanks to the Fascist Spanish Blue Division. 560 back printed counters,
34"x22" map, charts, tables, rules, dice.

\$57.60

This is the most stunning platoon level combat wargame I've seen. And a big plus, the rules are only 16 pages, ie, nice and simple, so you can just enjoy playing any of the 60

pages of 50 included scenarios, or make your own scenarios with the point values provided. Has 4 large geomorphic mounted boards of the Russian country side, 330 stunning counters of German and Soviet tanks, guns, infantry, aircraft, incoks, and leaders, plus 165 markers. Each player commands a regimental sized unit, and the action is fast and furious with an easy to learn interactive game system that effectively re-creates the tension of factical combat command.

JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia,
the fall of Berlin. Players command massive mechanised forces, without being buried by
a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity
of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised
this temble conflict. Contains 252 counters, a 24\*v22" mapboard & rules for the Avis
Allies, air support, & partisans. An entertaining & hard-fought campaign that viridly
illustrates the sprawling dimensions of this war, and what might have been had Moscow
fallen.

\$24.00

S&T194 The Forgotten Axis: 1941

"W##
Two games, the first is the German and Finnish attack on Murmansk in 1914, will oncely 34">22" map and 140 counters, and See Devils, a naval wargame set in the American Civil War, where Confederatewarships try to destroy US merchant marines.
333.60

MiH Triumphant Return — Kiev 1943
An operational level game of the battle of Kiev that took place during November and December 1943. The Soviets have forced a bridgehead over the Dnepr River, with Soviet tank columns streaming towards German held cities. The Germans meanwhile brought in several Panzer divisions for try to stem the tide and take back lost ground. The German player commands the 4th Panzer Army, the Soviet player the 1st Ukrainian Front. With 24d counters including full color photos of tanks, simple rules, 17x22\* map, units battalions to divisions and corps. Sold in a ziplock.

\$52.80

COA WAR WITHOUT MERCY COA WAR WITHOUT MERCY
A game with beautiful map and counters, this recreates the war in the east from 1939 to 1944, including the invasion of Poland. Determine whether Leningrad, Moscow or Kley, or all three, will be the primary objective for the Germans in 1941. Can you as the Russians stop the German attack and drive them back. With 840 stunning counters, two 43\*v22" maps, two rulebooks, two scenarios and grand campaign, charts and tables. Two week turns, corps, divisions, brigades.

Two week turns, corps, divisions, brigades.

\*\*Aut of War Issue 30 Magazine including articles for From Valmy to Waterloo, La Bataille Clinic, War Without Mercy Play Aid, Joan of Arc scoring.

\*\*\$6.05\$

Pacific Theatre

MiH Iron Bottom Sound II
A tactical simulation of the night naval surface combat in WWII. Scenarios almost exclusively cover battles fought in the Solomon's during 1942-43 and all the major battles fought off Guadalcanal

COL Pacific Victory

WW2 in the Pacific, from 1941-45, using the stunning Victory block-game rules and system. With moderate complexity rules, 100 wooden blocks with full color stickers on one side, which represent carrier groups, battleship groups, cruiser groups, land based aircraft, manines, ground troops and submannes. The beautiful map is 22 x25, and covers from North America to Indian, and from Alaska to New Zealand, including all of Australia. Covers all the major campaigns of the war. Looks fantastic.

\$110.00

**Post World War Two** 

GMI CKISIS SINAI 1973
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel.
After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days. With 720 counters, 2234" map, 5 scenarios, 2 campaigns, etc.

367.20

S&T185 First Arab-Israeli War 1947-49 Oct 100 FIRSt Arab-Israeli War 1947-49
A simulation of the Israel War of Independence from 1947-49. On 30<sup>th</sup> Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map.

\$25.95

AH IDF - Israeli Defense Force

"###
Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1987 and 1973 Arab-Israeli wars. Has 524 counters, 4 mtd mapboards, data cards, & reference sheets."

S&T190 The Gauntlet Chongchon 1950

\*\*\*/###

Strategy & Tactics magazine 190, including the game The Guantlet, a simulation of the battle in North Korea in late 1950 in which the Chinese stopped the United Nations offensive and retook the North Korean capital of Pyongyang. Units are regiments, brigades & divisions, 280 counters, large color map.

\*\*\*\*####

World War III

AH FLIGHT LEADER

\*\*/###
Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DVO section. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex).

\$67.20

XENO SUSHI-JALAPENO WAR

The nations of South America form the SAU. Mexico resents Japanese fishing interage and excutes hundreds of Japanese fishermen. Japan, allied with the SAU, invades Mexico. To quote: "Por Favor, my general, but why are the Japanese invading us?" "You mbecile, can't you see they are carrying the latest Nilneton Super 1840s" They mean to pay us tribute!" One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortifude to use the bomb? Will the UN intervene on behalf of the PCC's 20.000,000 members of the bar? With a 20% 20° full color playing map, 85 color plastic pieces hover tanks, planes, infantry, APCs: 102 counters, 18 cards, rules. \$62.40

**General Games** 

APL AIRLINES 2

Take control of a major national airline. Control aircraft used by airlines today and vie for control of the top spot at the national airports in this head to head game of no-nonsense airline competition. Can you build a great Air Carrier or succumb to the pitfalls of deregulation? With rules, pad, heaps of cards.

RGG Big City

At the beginning of the 20<sup>th</sup> century, new buildings seem to burst from the earth as though grown from seed. As they grow, they change the shape of American cities. Powerful land developers scheme to forge this new book for the cities while building large fortunes for themselves. They must plan wisely and take risks to get the buildings they want on the land they acquire. With 8 city blocks, 52 buildings, 17 streetcars, 72 property cards, player aid sheets, etc.

\$81.55

/##
Agame with a wooden board and over 140 wooden pieces. You move, turn, drop a block, and jump. Each hexagon on the board has a numerical value, and the values increase as you draw towards the centre of the board. You score the values in all the hexagons where you placed blocks. 2—4 players.

\$61.55

## 6 - Wargames: General Games - Cheapass Games

RGG Canyon
3 to 6 players, ages 10 and up. Instead of digging up the hatchet, the young indian braves set off on an exciting cance race through the old canyon. The speed of the cances is determined by a simple card game. However, the players must keep their eyes on the game and can sometimes even get the occasional helpful push. With game map, 80 playing cards, 6 cance counters, rules, marking stone.

\$52.80

RGG Cape Horn
For 3 — 5 players, who use their wits and the wind cards to direct the movement for their
Splin century. American cargo ships as they race around Cape Horn in getting from New
York to San Francisco. The cards define the wind direction and speed. Players may place cards to advance their position or disrupt others. Gameboard, 90 wind cards. 9 nautical stations, 15 station tokens, 5 ships, etc.
\$52.40

RGG Caprice

A cute game in which you build towers out of four different large circular pieces of wood, which have a variety of shapes and colors. You use smaller 'planning-blocks' to determine the shape of tower you want to build, and then try to build such a tower without your opponents stopping you, or building theirs before you do. With wooden gameboard, 24 large wooden blocks, 20 small planning blocks, rules.

\$81.55

SJG Chez Geek
You can't throw them out — they live here! A cute, fast-paced, satirical card game for 2—
5 players by Steve Jackson Games. The object of the game is to try to get enough Slack to overcome the stress of your job. You get points by sleeping, watching TV, and nosola, but the other players will attempt to stop you! Over 100 cards.

USO Clue Affred Hitchcock Edition
This edition features a completely redesigned game board and cards with custom weapons featuring imagery, characters and key evidence from Hitchcock films including Psyco, Tom Curtain, The Birds, etc. Characters move about the game board collectives in order to determine the facts about the murder.

\$72.00

ATL Corruption '/# In this card game for 3 — 7 players, you discreetly fork over bribes to the powers that award ucardive construction contracts. But if your opposition offers bigger bribes and steals the job out from under you, you've lost opportunities, profits, etc. 112 cards. \$28.75

DES Democrazy
A game for 4 — 10 players, ages 10 and up. Why should you always accept the rules of the games you play? After all, don't we live in a democracy? So, vote for new rules! In this card game, you must convince your opponents to vote using common sense. Will 2 cards, 60 wooden chips, cloth bag and rules.

333.55

QED Dog Eat Dog
A game of production, pollution and profit. You play the president of an American company in the 1980s, intent on plundering the environment for fun and profit. Tear up the earth gathering raw materials, turn them into products while polluting the surrounds, and self the products for millions — all the while funnelling money into your swiss bank account. 18x16' board, 32 nature square overlays, 48 products, 96 raw materials, 16 profulcts on artists, 32 workers, 40 red tape cards, etcl.

395.05

EGD Dragon Delta
Each year on the delta of the Dragon River, the bravest and strongest youther of the
kingdom try to cross the river on fragile bridges built from planks and stones. The winner
gets a golden dragon from the king. Players use action cards to place stones and plant
and then move their pawns, while blocking opponents.
\$63.95

PP Ebola Monkey Hunt
For 3 — 6 players. Similar presentation to Cheapass Games. The scent of bananas and
death lingers in the air. You step past the remains of a fellow researcher. A large diseaseridden monkey comes barreling jowseds you, followed closely by one of your colleagues.
Power Monkeys Expansion includes 12 new monkeys with heinously powerful
abilities and 18 new option cards.

\$6.70

RGG Edison & Co.

The age of innovative inventions is here. Researchers of Edison Co. are trying to design the vehicle for the future, and four prototypes have been made. These are now to be tested in a race that tests not which vehicle is the fastest, but which inventor is the cleverest. With gameboard, 4 metal prototype vehicles, 72 cards, chips, etc.

\$41.55

KEN Elemental

For 2 — 4 players. You and your opponents represent one of the four basic elements:
earth, water, air, or fire. Blast your opponents pieces with fireballs and volcanos, or
convert them with winds of change, annihilate them with a tidal wave or erosion, or build
impeneirable mountains. 11741\* board, double sided color counters.

193.20

KOS Elchfest
For 2 players, ages 8 du p. Each player has a wooden river bank (placed 50cm from each other) and a wooden elk. They want to cross the river, and they take turns flicking wooden 'stepping stones' near their elk, to cross the river without getting their hooves wet. You can also try to knock the other elk off his stones!
38.35

MAY Express — the Railroad Card Game \*/#
Easy to learn but the action can go on all night. The game cards are color coded so the whole family will want to get in on the action. Score points by putting together your own train line. Surprises are part of the action. 2—6 players. \$19.20

RGG Ever Green
Like the trees that are ever green, some concert artists are ever popular with audiences. As concert organizers, the players use their influence cards to obligate artists to appear at their concerts. The amount an organiser sams for a concert will depend on how many artists perform and the popularity of those that do. With 78 influence cards, 6 popularity disks.

EG Formula De An impressive game of Formula One racing. Speed, tactics, risk taking and a dash of luck make the high-octane cooktail needed to win the game. The principle of the game is to dice for each gear. You need to save your engine and tyres, conserve enough trot to talks and use breaking to lake corners. With beautiful double-sided 10 dorn x 70 cm and the game board, it speed idee (e.g. 6 for gear charging), 10 race cards, 10 stock shielded and eatherstand to the stock of th

Orne Versier 19 & 4 Zandvoort no. 2 Nederland & Belgique \$38.44 Englandvoort no. 2 Nederlandvoort \$38.44 Englandvoort \$48.44 Englandvoort \$48.44

FLO Floppy Board
A very large, floppy, washable, chess and checkers board. \$33.60

RGG Fossil

A cute game for ages 10 and up and 2 to 6 players. With excellent quality compending the game for ages 10 and up and 2 to 6 players. With excellent quality compending the game for ages and gain fame according to how many parts they can collect, with the greatest points going to whoever can complete the fossil. With 81 large fossil counters (parts), other counters, small wooden blocks, mounted mapboard.

864.80

RGG Frank's Zoo "##
Card game for 3 — 7 players. The two hedgehogs won the race. How? Well, the lilo was chased away by an elephant, which was chased away by two elephants. These were scared away by two mice, which were bested by the hedgehogs. Each card shows a picture of the animal, and which other animals will be at It. Cut.

KOS Giganten
A German game with translated English rules. A game of oil barons. Players obtain licenses, build oil rigs, drill and then transport oil via trucks or trains, and sells the oil via auctions. Has 4 trucks, 20 oil rigs, 5 trains, mounted mapboard, etc.

\$115.00

FFT Golfmania
A crazy golf gamel A zany, hilarious golf-game. Use a combination of cards and dice to try to win as many golf-holes as possible. Use terrain and hazard cards to interfere with

your opponents' game, make use of crazy equipment, and play the most looney cards to help your own drive and green rolls. Two decks of cards. \$21.60

RGG IDO
In this game, everything moves. Paths, that you carefully planned can disappear when your opponent shifts the frame. Your blocks can even be shifted off the game board! This is especially annoying as your move is based on the number of blocks you have on the field. With 24 colored blocks, mounted board, plastic frame.

\$100.75

RGG Kahuna
For two players. Two priests, both followers of Kahuna magic, compete to determine who is the stronger. For the competition, they have chosen an uninhabited archipelago with twelves arraig slands. Trey have agreed to use their magical powers to build bridges linking the islands. Each link forged brings a priest closer to control of islands bridged by the magic. When control of an island is secured, opposing bridges are destroyed. Wift 24 island cards, 20 kaluna stones, 50 bridges.

\$43.15

RGG Katzenjammer Blues  $^{\prime\prime}$  % are game for 2-6 players. Be the coolest cat wit the most mice by bidding on and booking the hottest blues bands at your club. When they aren't available, you can fill with joker musicians who can cost you mice. 90 cards, 24 mice chips, rules. \$21.10

RGG Klunker

\*/
A card game for 3 — 5 players. Jewels are pretty and valuable. The players are buyers and selliers of these beautiful items. On your turn you put new jewels in your shop window for all to see. You also buy from other shop windows when the right items are there. With 105 cards (94 jewels of 7 types, 5 shop windows, etc.)

\*\*21.10\*\*

RGG Landlord \*/#
A card game for 2 — 6 players. Build apartment houes, rent them to tenants, and other enti. Build toofs, cellars, renovate, move wealthy tenants to your apartments and put the deadbeats in your opponent's apartments. 100 cards. \$21.10

JOL Last Man Standing
A game for up to 8 players. It is a game of futuristic gladiatorial combat where only one person can survive and be champion. Players take on the roles of up to 8 different gladiators, each with special powers. There is no set turn order, so players never know when it will be their turn. With geomorphic floor titles of an indoor arena, heaps of cards, character cards & piecos, tokens.
\$57.60

PP Little League Lunatics

For 2. Similar presentation to Cheapass Games. Build your team and engage in mass melee (ie, beat the living daylights out of the other team after the game) as one national pasttime leads to another. Rules & lots of cards.

\$11.50

RGG Lost Cities

There are many lost cities to find, in the Himalayas, the Brazilian rain forest, the desert ancient volcances. You must choose which expeditions to begin and which to leave to others. You may have the opportunity to increase your investment in the search, increasing rewards for success, but risking more if you fail. With gameboard and 60 oversized cards of lost cities and events.

\$43.15

RGG Mamma Mia! 4.2-5 player card game. As pizza makers, the players put ingredients on the theorem from time to time, a player may place an order on the table, thinking the needer ingredients are available. If they are, the pizza is madel 106 cards. \$19.15

RGG Medici

A 2—6 player game of European trading in the late middle ages. The market is open and the buyers are there to bid on the goods put on the auction block. After a buyer selects the lots for auction, the players bid, just once each, and the goods are loaded on the ships for foreign markets. When the market closes, the ships set sail and the purchases are scored. Bid low for high quality goods and win the game. With game board, 35 cards, 6 ship mats, 36 player counters.

RGG Medieval Merchant
A 2 — 6 player game that relies almost solely upon tactics and strategy. Toward the end of the Middle Ages, the rise of rich merchant families helped open the cities of Europe to trade and commerce. Beginning with their homes in small villages, players use their income to increase their wealth or to increase their presence in the cities where they have branches. Players then can use their wealth to further develop their trading empire into new cities and regions. The player who has developed the largest trade empire and earned the most money in the process wins. With lovely period mounted mapboard, 270 wooden branch markers, 25 city markers, etc.

\$81.55

WG Mine geological surveyors and venture capitalists react to the volatile precious metals market by searching for new ore reserves, reducing their working costs and taking out the mother load 2<sup>nd</sup> rate components in ziplock bag.

RGG Mississippi Queen
This is a stunning game of racing paddle-boats up the Mississippi. Set in New Orleans, 1871. Once a year, paddle-boat captains raced their ships on the unpredictable Mississippi to determine which ship would hold the title of Mississippi Queen During the race, you decide how much steam to make, how to manage your limited coal supply, and where to pick up passangers. With 12 river tiles which can be arranged differently each game, 5 plastic paddle-boats, 16 passengers, dice and rules. For 3 — 5 players, ages 10 and up Looks really cute!

S81.55
MISSISSIPPI QUEEN The Black Rose This expansion includes six new river tiles when we challenges such as sandbars, 2 paddle-wheelers, rules.

RGG Money
For 3 — 5 players. Money rules the world! It matters little whether you collect the ervor or whe dollar as long as the exchange is in your favor. And the more you exchange, the more you can make — if you plan carefully and keep your wits. 74 cards.

\$21.10

EGD Montgolfiere 2<sup>nd</sup> Ed
A hot-air balloon race from the ground to the moon. But good sportsmanship is not
required Use grappling hooks to pull down opponents above you, and sleeping gas to
keep others below you. Even use secret weapons, but beware of storms. With mounted
mapboard, balloon tokens, 6 sets of 24 special cards.
\$46.00

FGD Mystery on the Nile

For 2 — 6 players, ages 10 and up. It is the 1920s, and several guests are taking a cruise
on the Nile. But the necklace of Lokita Posperita has been stolen, and the other players
have to track down the thief. As players search for clues, they can leave red herrings to
mislead the other players. With gameboard, 109 game cards for clues, suspects and
locations, 1 wooden steamer, rules, travel guide.

\$48.00

PP Orcs in the Hood

\*/#

For 2 — 4 players. Similar presentation to *Cheapass Games*. The Orcish Brotherhood has the last of the Human Alliance holed up in the crumbling ruins of the lower east side. Rules & lots of cards. Requires 2 x 6 sided dice.

\$11.50

TBT PALENQUE
It is 1925 and you are about to enter an ancient city of splendor - hidden Maja ruins. But
beware as you explore the ruins that danger is ever present. With mounted 29 x29"
appboard, 4 stone-like playing pieces of explorers, 4 expedition records with
bibliographies, 88 cards for finding treasure etc, etc.
\$115.15

MGC Piratear
Vast treasure, fast ships and cutthroat rivals await you on the seas of this fast-paced
game where fortunes turn on pirate skullduggery and a roll of the dice. Easy to learn yet
challenging for all ages, with an award winning mix of luck, skill and treachery. Mounted
gameboard, ship makers, treasure coin, \$33.35 beluxe Version of the Game features a
stunning felt map as the gameboard, in a metal tin.

Deluxe - \$57.55
The Boot Chronicle Full of handy tips for Pirateer players and original songs for musical
swashbucklers. Also short stories, etc.

\$9.90

HIS PITATE'S Plunder Holist the Jolly Roger and sail the high seas in search of treasure. Bury your plunder and ransom hostages. Exchange broadsides with some of the toughest pirates in history, or your friends. For 2 — 6 players ages 8+. Has 6 pirate ship cards, 150 playing and treasure cards, 2 skull & crossed bones dice.

\$38.50

RGG Ricochet Robot
Four nobus move around a warehouse floor, attempting to reach one of sevented targets, but they have not brakes or steering, not to mention that the computer which used to control them no longer functions. So from 2 to any number of players take turns trying to ricochet one of the four robots off a wall and onto the target square. With 4 robots, 4 double sided gameboards, 21 chips. (This is not in the league of Robo Railey. \$52.75

RGG Samarkand Samarkand is a fast paced trading game set in the exotic East. Sparkling jeweis and valuable carpets promise large gains, but copper goods and grain can also earn important profits. All merchants know where they can trade with Nomands and what goods they have available for those who are willing to offer gifts for their hospitality. They also know where to buy the wares they want for the best prices. Finally, these mechants know which bazars in cities such as Samarkand offer the best prices for the goods they have to sell. Use desert paths to travel amongst the normads, cases, and cities. With 102 commodity cards, price table cards, game board, etc.

RGG Siesta

The sun shines over roofs to create shadows. In this game, players use these natural
and man-made elements to score points for long strings of roofs. It is simple and fun to
play 2—4 players, wooden board, and 160 wooden pieces.

\$51.35

MAY Silverton Railroad Game

A game of railroading, mining and commodity market manipulation set in the historic mining areas of Colorado, New Mexico and Utah. Operate your empire of mines and railroads to position your gold, silver and other commodities in the right market at the right time to maximize profits. Mounted mapboard, 254 colorful wooden markers, passenger deck, 108 card claims deck, 36 train cards, etc.

\$86.35

QEU Stash
Comes in a large carboard tube, and inside you'll find: corrupt cops, rock concerts, singles bars, false bottom suitcases, loan sharks, psycho wards, funny money, and enough "drugs" to keep the CAI in business for years! (Though any resemblance to actual drugs or intelligence agencies is purely accidental). Includes large game board, play money, heaps of cards, dice, playing pieces, etc.
335.50

RGG Stephensons Rocket

\*/#
For 2—4 players. Play the role of one of the early railway barons in England in the 1830s.

You decide where to establish and develop railway lines, where to build your stations, and in which industries to invest. Watch out for your competitors, and try to force them to merge their railway lines with yours. With mounted mapboard, 7 locomotives, 128 share cards, 60 track cards, bank notes, stations, etc.

\$1.56

RGG Tayu
In order to avert a flood, players strive to drain water from their lands by skillful placement of stones representing water channels. The winner is the player who creates the most effective network of channels connecting the flood in the middle of the board to estuaries on two coasts, thus draining more water from their farm-lands than the other players. 21 4 players, 112 water stones, rules, mtd board.

\$124.75

JOL The Chicago Way
The key to the Chicago mayoral race is not the election, it is the Democratic nomination.
This boardgame for 2 — 4 players, sets you in a race to achieve mayoral nomination by campaigning ilmough neighborhoods to influence, charm, and bribe the Chicago citizens for their support. Cards, 12 mapboards, wooden pieces.
\$80.00

FFI
A cute boardgame by Reiner Knizia for ages 10 and up. Two to five players each control a tribe of normads vying for control of the desert. By establishing caravans and taking over oases, the players gain points as their tribes increase in power. Strategy is essential in deciding how and where to build caravans. There is more than one way to wn. WiT5 plastic centes, 30 carrel riders, 45 water holes, counters, chips.

\$78.70

RGG Tikal

A sturningly beautifut game. Each player is the director of an expedition intent on exploring Tikal in search of the server paths that lead to the temples and precious treasures that have remained hidden in South America's forests for over 1,000 years. You receive points for recovering treasure and discovering temples. With lovely forested mapboard, 36 terrain hexagons, 24 treasure pieces, 48 square temple tiles, 4 expedition leaders, 72 expedition workers, 6 camps, etc.

\$91.15

RGG Torres "##
A strategy game of castle building and knights (in medieval Spain?) Make efficient use of scarce action poin ts to build castles, and then move your knights to the highest castles. And if you choose to guard the king, he will be grateful, but you still must build the highest castles to win. With mounted mapboard, 92 plastic castle blocks, 24 knights. 4 scoring markers, 1 king, 55 cards in four types.

881.55

PP Trailer Park Gods
For 3 — 6 players. Similar presentation to Cheapass Games. How low the gods have fallen, including you. Now you want to re-ascend back to mightyness. Vanquish all who oppose you, steal their followers, uplift your own people. Needs coins.
\$11.50

RGG T-Rex Card game for 3-5 players. Players are researchers working feverishly to collect as many dinosaur eggs as possible to protect them from meteors that are crashing into the earth. With 85 dinosaur cards, 5 trump cards, 30 egg cards, etc. \$19.15

RGG Trick 'r Treat "## It is Halloween; it is the time for children to go out in costume to 'trick or treat'. When they return with their loot, they devise a game to divide their candy. Players find matches in the dice for their cards to pass them to the other players. The more cards you get ind of, the more cardy you get 8 dio, 60 cards, time.

PP Udder Madness
For 2 — 4 players. Similar to Cheapass Games. A deviation on the game Tip the Cows.
Here you place the provided color counters of cows on a game board, and try to push the rows of cows in order to 'tip' them over. Complete game.
\$7.70

RGG Union Pacific

Another beautiful game from Rio Grande Games. Become a successful railway beron. Invest in shares of American railway companies and build the railway system the way you want it. the way that gives you the most profit. Has 131 little plastic trains, lovely mounted mappoord, 150 bank notes, 118 share cards, etc.

\$4.50.

RGG Vampire by Reiner Knizia

\*/#
A card game for 3 — 5 players with 106 full color Vampire cards and 6 place cards. It is
the night of the vampirel Fearless vampire hunters are everywhere, trying to dig up as
many of the blood suckers as they can.

\$21.55

RGG Vino

\*/#

Vino (Wine) is a stunning game of wine growing in Italy for 3 — 5 players. Players acquire vineyards and produce and sell wines. With cash from the sale of wine they buy new vineyards to expand their holdings and grow more grapes to make more wine. Has mounted mapboard, 200 vineyard chips, 50 grape markers, 5 screens, play money, 6 wine bottles, 5 price labels, 30 grape variety markers.

\*81.55\*

TIM Wadjet

A stunning game that must weight at least 2kgl The year is 1923. You are one of four famous rival archaeologists who have come to cairo, Egypt, to begin a race against time, nature, and each other in search for the stolen freasure of the pharach. But within the ancient tombs, the goddes Wedjet awaits your intrusion and will face you with danger. With 4 resin playing pieces, a 28°x29° mounted mapboard, seven decks of cards, 25° beautiful treasure cards, illustrated glossary depicting 100 ancient Egyptian signs, symbols and treasures, play money, etc.

\$139.15

A fast and dynamic game for 2 players. Played with 5 white, 7 speckled grey and 9 speckled black marbles on a board of plastic pieces that gets smaller and smaller. To win you must capture 2 marbles of each color, or 3 white, 4 grey or 5 black.

\$64.75

Cheapass Games

These little games, packaged in envelopes, are amongst the top selling games in the USA. The packaging sucks, but the games are brilliant, and the cheap packaging and cheap components means a cheap price! These games consistantly top the US games charts for sales and popularity.

CG Before I Kill You, Mister Bond...

\*##
Imagine, just once, luring the master spy into your evil lair and putting a bullet in his head.
Imagine avoiding the temptation to let linin your secret plans, taunt him with your devolute
perversions, and challenge him to a final game of chess. Imagine killing that spy before
he gets the chance to escape, and blow up your lair on the way out. Yeah, right. This is
a simple little card game of cat and mouse. And of shooting spies in the head. You can
always choose to shoot a spy when he enters your lair, but get only a few points. If you
always choose to shoot a spy when he enters your lair, but get only a few points. If you
always choose to shoot a spy when he enters your lair, but get only a few points. If you
no points. 2 - 6 players, 15 minutes per game. 54 Cards and rules.

\$11.50

## Wargames: Science Fiction Games - 7

CG Ben Hvrt \*/#
What do a foul-mouthed chariot driver, a well-aimed cat, and a basket of nails have in common. You'd gladly use any of them to win a chariot race. But then, that pretry undescribes everything. You're a felsty Roman aristocrat who spends every Saturday night outfitting your chariot and then placing bets on the silly sod you get to drive the thing in the races. For 4 - 8 players, 2 hour games, and you need a playing piece and D6 for each player.

CG Bitin' Off Hedz
Prehistory, Hot, primordial, dull 'You and your dinosaur buddies have been dominating the Earth for longer than you can remember. Nevertheless, you're positive that it's been ten million years since anything interesting has happened. So it's time for a suicide race across Skull Island. The winner is the first to hurt himself into the big volcanor, the losers are everyone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy), 3 - 10 players, 1 hour.

\$9.10

CG Brawl

A new full-color card game of street fighting. There are six different decks, as outlined below. It is a 'real-lime' card game playing without turns. For two or more players, each player needs one deck. 35 cards per deck - rules. Great fun to play.

Hale He is the strongest fighter but with the simplest attacks/defenses.

Morgan She is tiny, sleek, and devastating. She needs to be fast to win.

13.45

Pearl She is a complex fighter who's deck uses a bit of everything

13.45

Chris She is a level headed fighter with a very balanced deck.

13.45

Bennet Complicated deck requires a lot of thought. Lots of bases & clears.

13.45

CG Button Men Each pack contains two 'buttons', which are 57mm badges with a full color picture of a fighter, which includes its 'attack dice stats'. For each garden, you need 3 — 5 dice, as dictated by the button. Each player throws those dice, and try to combine results to exactly match a dice result thrown by the opponent, which allows them to capture that dice. There are six different packs, each with two different fighters. Need various dice types. Types are: Axis/Hammer, Bauer/Stark, Clare/Kith, Karl/lago, Niles/Shore, Hannah/Kublai.

CG Cheapass Games Money A huge wad of play money, from \$1.00 up to \$1,000.00 bills.

Deadwood For 3—8 players. You're a worthless bit actor on the world's worst motion picture backlot.

Deadwood Studios USA. And you've got four days to make more money than every other loser in the place. Needs lots of D6 and play money.

\$10.55

**Devil Bunny Needs Ham** For 2 — 5 players. Each player tries to scale the sheer face of a hi-rise building. But the Devil Bunny keeps jumping on the highest climber, knocking them down to the ground, where they die, or onto another climber's head, who promptly catches them. The first to the top wins. \$4.80

Escape from Elba Lescape from Eibas
3 — 6 players, You (and everybody else) is Napoleon, and you are back at Elba, but
escaping won't be so easy this time. A clever little board game about collecting letters,
spelling words and sneaking out of exile. 64 cards, 8 board sections, needs around 14
D6. Multiple escape attempts are possible!

\$10.55

CG Falling  $^{\circ}/H$  A crazy card game for 4-8 players. Everyone is falling (to their deaths) and the object of the game is to hit the ground last. It's not much of a goal, but it's all you can think of on your way down (to splat on the ground.) 54 cards, rules. \$21.10

CG Fight City

For 2 or more players. One city, three families, ten thousand battles. This is an intense strategic card game about the struggle for money and power in a modern anarchy called Fight City, Each player needs one deck, each of which contains all the fighters, locations, and weapons each player needs. Each player needs ten counters.

Deck A: Power \$12.50

Deck B: Fear \$12.50

Give Me the Brain! CG Give Me the Brain!
Work sucks. Long hours, scratchy clothes, and only one Brain to pass around. The characters: Zombies. The place: Friedey's the fast food restaurant of the damned. You would think, with a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop starting at you. Better get your hands on the Brain. For 3 - 8 players, 15 minutes games, you need a D6.

\$11.50

Sequel to the above. This time you and your notten zombie friends are struggling to convert handfuls of random food into tasy combo meals and sides. Whoever serves up the most grub will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3 - 8 players, 45 minute games, you need a Db. Lord of the Fries Lord of the Fries Deluxe Edition Comes in a small take-away box.

Something's wrong, it's a rainy day in spring. You're jobless and listless. And you live in your parents' basement. So, what's wrong? Your friends have decided to try and get jobs. Get lives. Move out of their parents' basements. And you are stupid enough to race them. For 2 — 8 players, you need 2D6, pawns for each player, 20 counters per player,\$10.55

You have been performing this play at King James' Fair every year in summertime. The pay's horrible, the costumes are stuffly, and the King's director is a fastidious twit. This year he is more fussy than ever, and only the best act can return met year, and you want to be that act! For 3 — 8 players, you need pawns for each player, 3D6 & one master

CG Kill Doctor Lucky
Why do all the mystery games start just after all the fun is over? Welcome to the sprawing J.Robert Mansion, a sprawing country estate full of unusual weapons, good holing places, and craven killers Killers like you. The object of the game? To kill Doctor Lucky, Find a weapon, track the old man down, and take him out. The obstacles? For one thing, all of your friends would rather do it first. For another, Dr Lucky is apily named. You would think that after being stabbed, hung, poisoned and poked in the eye, the old Doctor would just lie down and die. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persevere. His luck will run out eventually. Before the night is over, someone is going to kill Dr Lucky, Wouldn't you rather it was you? Includes 4 decks of cards, card map of the mansion, 4 pages of rules, 2-8 players, games take 1 hour. You need a pawn or playing piece for each player, plus one for Dr Lucky.

CG Parts Unknown

For 4 — 10 players. A wacky scientist craze results in them trying to bring people back from the grave. But they need spare body parts, and your spare parts shop is digging up and selling these bits and pleces of dead people. But can you meet supply & demand? Need two pawns counters, 1D6 and play (or real) money.

\$13.45

For 4—7 players. Stand alone sequel to Parts Unknown. It's a gambling card gard about parts, tools, gravestones and bugs. Yummy, delicious bugs. Has 54 cards in thre suits. You need play (or real) money to play.

Safari Jack For 2— players. Time to explore the deepest wilderness of Africa with nothing but your wits, a sunhat, and a very large gun. And your colorful guide, Safari Jack. But Jack has already left the camp, and you have to find him. But in the meantline, crawl around the bush and try to shoot more exotic animals than the other players. Need pawns & counters for players.

CG Save Doctor Lucky
For 3 — 7 players. You hate Dr Lucky and want to kill him, but when an iceberg hits your litanic cruise ship, you decide that killing Dr Lucky on a sinking ship would be pointless—so you try to save him instead? And if you can do it while everyone else is looking, even if you go down with the ship, you'll be remembered.

\$13.40

CG Spree! \*/#
Springtime, Midnight. The Mall is beckoning, Destination: LeGrand Mail, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night race with shopping carts, flashlights and guns. Of course, your definition of 'friends' is pretly loose. Which explains the guns. Contains 4 page rules, card map of the Mall. To play, you also need two pawns for each player, 2 D6, and two Poker Decks with Jokers. 3 - 8 players, 1 hour. \$6.25

GG — Starmase Jeff — For 2 — 4 players. Each player has a decks of geomorphic square cards, each with part of a space station. Players take turns adding pieces to a single space station, and must pay opponents if they place one of their cards adjacent to an opponent's card. There are 3 ways to make money, and the player who has earnt the most money by the end wins. Needs play money or chips.

CG The Big Cheese

After Card game for 3 — 6 players. Ratsl That's what you are. Big, hungry rats. You're all VPrat Rat Financial Inc, and you're all striving for a slice of the Big Cheese. The president it retiring next month, and whoever can score the most points with him gets to take his place, and his Big Cheese. Needs 10 stones per player, + dice.

\*\*G.25\*\*

\*\*The Big Cheese\*\*

\*\*Hat Strip Cheese\*\*

\*\*The Big Cheese\*\*

CG The Big Idea  $\begin{array}{ll} \text{THe Big Idea} \\ \text{A card game for } 3--6 \text{ players. You need a deck of cards, five color chips for each player play money, and 1 x D6. In this game you're all venture capitalists, trying to make the most money off the IPOs of new one-shot companies who make stuff like 'Disposable Cats' or 'Old Fashioned Pant's <math display="block"> \begin{array}{ll} \text{Single Model} \\ \text{Single Model} \\ \text{Single Model} \\ \text{Single Model} \\ \text{The Model} \\ \text{The$ 

**Science Fiction** 

FAS BATTLETECH 4<sup>th</sup> Ed

By the 28th Century, markind had spead civilization to hundreds of words, spanning to flightyears out from Earth. But then began the Succession Wars, hornble conflicts which destroyed technology and human life without precedent. By 3025 Au, and areduced very much to attrition - great 10 meter tail war machines called BattletMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the filed were mostly decades oft, patched up time and time again, just to keep them in the field. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. BattleTech has now been released as a 4<sup>th</sup> Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32pages of full color rolatining QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color thy insigning attickers to stick on your mech legs or counters, dice, and 48 full color trand-up mech counters, being two each of 24 types.

\$4.5.60

pages rulebook, a 32 page record sheet book, 144 tull count uny magune annual pages on your mech legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types.

445.60

440 TeCh 2 Combines material from BattleSpace and the original Aero Tech, replacing both products with a completely revised aerospace combat game. Streamlined, fast-playing rules make it simple to play alongside BattleTech, supporting the game, Includes game stats for heaps of fighters, battle value & C-Bill Cost tables of all fighters, drop and jump ships, and warships. Weapons tables, atmospheric and optional rules, roleplaying rules, and color countersheet of fighters, drop ships, etc.

541.85

541.85

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

541.86

mountain lake, river valley, lake with woods, plus are enject.

\$30.65

BattleTech Maps Set#3 Contains eight 18"x22" mapsheets depicting two each of, desert mountains, desert sinkholes, rolling hills, and city,

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin.

\$30.65

BattleTech Map Set #5 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep carryon, open terrain, moonscape.

\$30.65

DattleTech Map Set #5 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep carryon, open terrain, moonscape.

\$30.65

DattleTech Map Set #5 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep carryon, open terrain, moonscape.

\$30.65

DattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep carryon, open terrain, moonscape.

\$30.65

DattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep carryon, open terrain, moonscape.

\$30.65

DattleTech Map Set #5 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep carryon, open terrain, moonscape.

\$30.65

DattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep carryon, open terrain, moonscape.

\$30.65

Alex Carlylle in fleep and or reducinion, as see in account restoring the combat situation.

Strist Somerset Strikers A sourcebook detailing the BattleTech animated series of 13 episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book.

First Strike A unique BattleTech game supplement created especially for players new to the game. It features thirten scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new ammored vehicles and new committee or fortigurations.

Maximum Tech: Revised Edition Take your games to the max with this expansion for BattleTech, New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and brigdelayers, expanded artillery rules, veteran mechvarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types able including jungles, magna, tundra, & san campaign that breaks the previous models able including jungles, magna, tundra, & san ampaign that breaks the previous models and playing an inspiration of the previous models and playing an answive campaign across the Shattered Sphere of 3061.

Sao,75 Operation: Flashpoint You take your own unit through a linked series of missions set against the backdrop of the brewing Fed-Com civil war, set on the planet of Kaumberg, whose government is dissolving beneath the civil war.

For the Striker of Coventry A scenario pack re-creating the entire history of the Battle fech scenario pack re-creating the entire history of the selle mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaquar With force rosters, prominent characters, new mechs, etc.

S24.15

The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A fetallied description of the heart Guypt battle. along w

Clan Jade Falcon and detending roces or the huter openies on the precision of the hard fought battle, along with seventeen scenarios and special campaign rules.

The Clans: Warriors of Kerensky Describes in detail all the elements that forged the Clans into the ultimate warrior society, including their history, government customs and homeworlds. Also their current status and holdings, maps of Clan space and homeworlds insignias of the 20 original clans.

The Dragon Roars A Battle Fech campaign that includes nules for BattleForce 2. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, maps, etc.

The Shattlerad Sphere This book is the ultimate guide to the people and places of BattleForch, as seen through the eyes of characters who live there. Offering a brief, comprehensive history of the universe and an in-depth look at events from the Truce of Tukayid through to early 305c2. Has detailed maps showing the current state of the Innersphere and the Clans.

Twillight of the Clans This scenario pack picks up where The Dragon Roars left off, presenting 10 scenarios to recreate the flighting for the Clan homeworld of Huntress. Has a BattleForce 2 Campaign to 100 t

Battle IeCn Field Invariuals
Field Manual: Capellan Confederation Now is the time of Xin Sheng — rebirth,
lead by the devious Sun-Tzu Liac, Get an indepth look at the rising power of House Liao,
as well as info on the newly conquered St. Ives Compact, including all of the regiments,
as well as info on the newly conquered St. Ives Compact, including all of the regiments,
spainting schemes, new equipment, new mechs, etc.
Field Manual: ComStar Describes the military doctrine, traditions, tactics and
battle histories of ComStar's military division, the Com Guards, including new mechs and
equipment of both the Com Guards and Word of Blake splinter group. Also provides
complete info on Free Rasalhague Republic, including the Endam Light Horse, Royal
Rack-Warch, and Clan Nova Cat.

complete Into on Free Rasalinague requaint, inhuburing the Landar Lagin from \$42.85.
Field Manual: Crusader Clans Describes the seven most aggressive Clans:
Blood Spirit, Fire Mandrill, Hell's Horses, Ice Hellion, Jade Falcon, Star Ader and Wolf.
This sourcebook decribes the tactics, uniforms, and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy, new weapons, \$43.95.

equipment, and mechs.
Ffeld Manual: Draconis Combine Contains extensive info about all aspects of House Kurfats military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Features

including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to Battle Fech games. Features new weapons, equipment, and Battlemenchs.

Field Manual: Federated Suns The Federated Suns is now on the brink of civil war with the Lyran Alliance. This book profiles every Fed Suns regiment, including their loyalities, and provides special rules, new equipment and mechs unique to this house—including the new power armor with gauss rifle!

546.15

Field Manual: Free Worlds League An extensive survey of House Mark: the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realin, from the Succession Wars to the Andurien Civil War and beyond. Includes Mark's two new BattleArmor types, one being a steath suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc.

Field Manual: Lyran Alliance. The Lyran Commonwealth have botsered their military presence with an immense dose of assault-class mechs, and as the civil war with the Federated Suns looms, they stand ready, Also has several new mech designs, and a 4-legged suit of battlearmor spouting lots of weapons.

546.15

Field Manual: Wercenaries No war too small, no fee too high. An indepth look at mercenaries in the 31<sup>81</sup> century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units, \$42.85

Field Manual: Warden Clans Describes the noble Warden Clans, who have swom to use their might to defend humanity against outside threats-including the crusader clans themselves! Clans Ghost Bear. Steel Viper, Diamond Shark, Show swom to use their might to defend humanit

#### BattleTech Technical Readouts and Record Sheets

Technical Readout 3025 Revised Printing Includes game statistics, technical background, and illustrations for 55. Machs, variants, and conventional vehicles, combat Technical Readout 3025 Revised Printing includes game statistics, tecnnical backgound, and illustrations for 55 Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised priting also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped.

30.75
Technical Readout 3050 Revised The Clan OmniMechs, Omnifighters, Battleamor, and all the standard Innersphere mechs now using the new technology Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. 224 pages.

Technical Readout 3055 Illustrations (some in colour), descriptions & stats fo Inner Sphere Mechs, Clan OmniMechs & Omnifighters, 2nd-line Mechs, and refits!

Technical Readout 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology, Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewel of war. All the latest dropship warships, jumpships and aerospace flighters are covered here. Includes Battlespace rules cardifications & record sheets.

warships, jumpships and aerospace flighters are covered here, Includes Battlespace uples clarifications & record sheets.

Technical Readout 3058 Tanks, mechs & morel Incredible discoveries of ancient. long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprintss have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Blustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles.

Technical Readout 3060 Armed with new Mechs and weapons, the Innersphere takes the fight to the Clans by striking at the Clan homeworlds. But the Clans alsohave new Mechs, new vehicles, and other surprises, including their new Ocelots! \$40.65

3025/3026 Record Sheets The second in the series of all new books that provides pre-generated Battle flech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet.

\$33.55
3050 Record Sheets Provides more than 250 filled out record sheets of Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet.

3055/3058 Record Sheets More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3056 & 3058, including variants and alternate configerations. As an added feature, the standard of the relevant weapons & equipment is printed on each record sheet \$3.35.

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products &

## Other Games

b Billion

Produced right here in Melbourne. In this game you have control of one faction, population 1 billion, and your mission is to colonise our solar system, and do it better than the other factions. What is your hidden agenda? Along the way there is a natural increase in your population, recycle helps, as does power politics, but beware of death, famine, pestilence and war.

S52.75

For 3 — 5 players. Human companies compete for business in alien economies in the Andromeda galaxy. All trade must be done under the watchful eyes of the Andromedans, who don't trust you conspiring humans. With mounted mapboard, 130 stations, 84 planet cards, transport cards, credit cards, etc.

WNG Battle Cattle 2nd Ed WING battle Lattle 2nd Ed
An udderly humorous revision of an all time classic, 64 page rulebook, You'll need some
D6 and some toy plastic cows. Each player creates a battle cattle, equiped with a
weapons harness in which you can put bazookas, autocannon, cattle prods, lasers, etc.
Equip your cows also with armor, cybernetics, shields, etc., and then battle other cattle!

SJG CAR WARS DELUXE

SJG CAR WARS DLLUXE.

A game of combat on the free-ways. Choose your vehicle - complete with weapons, armor, power plant, suspension, and body style. If you survive the road battles, your abilities will improve and you can accumulate money to buy bigger and better cars. Advanced rules let you design your own cars, cycles, three-wheelers, vans, trucks, 18-wheel trailer rigs, buses, boats, even helicopters! 144 page rulebook, the Car Wars Compendium, hundreds of full color counters, a giant 32" x 42" map of a town, plus two more maps.

\$50.90

FAS CRIMSON SKIES FAS CRIMSON SKIES

A simple, fast playing air-combat board game for two or more players, by FASA This game is set in 1937, in an alternate twentieth century where the United States has ractionalized into numerous small countries. Marmoth zeppelins haul cargo and passengers the length and breadth of the continent, preyed on by pirates and protected by privateers. Players pilot their own flighters, gunships or bombers in the service of national militias. Players may design planes to suit their fighting style. With 24 30 cardboard playing places, 3 vs. 22x34\* stunning maps, 4 booklest, dice. \$62.35 Blake Aviation Security Follows the exploits of this famous air security firm as they

## 8 - Other Sci-Fi Games to Fantasy

identify, track and eliminate threats to their clients.

\$38.45

Behind the Crimson Veil An intimate look inside the lairs of 4 successful pirate agans including the Black Swans, first look at the GM-1 Tempest and 5 other craft, construction secrets, new components to soup-up aircraft.

Crimson Skies Aircraft Manual Looks at 26 new planes, each with full game stats, illustrations and diagrams. Also looks at the air forces of the Atlantic Coalition, Columbia, Maritime Provinces, Pacifica and Utah.

Anset Lower Expose Experience life on the US West Coast, focusing on Hollywood.

Also a ten mission campaign. *Due Anril*\*\*Sing Super Manhattan Sottlights the Empire State. Focusing on Manhattan and the elite pilots of the militia and pirate squadrons, also with new aircraft, pilot profiles.

\*\*Spicy Air Tales Vol 1 Written by Michael A. Stackpole. "I woke up naked and handcuffed to a bed. My jailor had beautiful legs and face to match. Too bad I didn't remember her name, nor even mine for that matter!"

\*\*Spicy Air Tales Vol 2 A tale of betrayal and double dealing in Texas, during the great helium war, where nothing is certain except for beauty and death.

\*\*Saction\*\*

\*\*Saction\*\*

\*\*Spicy Air Tales Vol 2 A tale of betrayal and double dealing in Texas, during the great helium war, where nothing is certain except for beauty and death.

#### **CRIMSON SKIES MINIATURES**

RAL20100	WHITTLY & DOUGLASS M210	
RAL20101	CURTIS-WRIGHT JC FURY	
RAL20102	MCDONNELL S2B KESTREL	
RAL20103	BELL VALIANT MK II	\$11.5
RAL20104	RAVENCROFT COYOTE	\$13.4
RAL20105	GRUMMAN E-1C AVENGER	\$13.4
RAL20106	CURTIS WRIGHT P2 WARHAWK	\$13.4
RAL20107	FAIRCHILD F-611 BRIGAND	\$13.4
RAL20108	HUGHES P21-J MK III	\$11.5
RAL20109	MARQUETTE PR-1 DEFENDER	\$11.5
RAL20110	HUGHES AVIATION BLOODHAWK	\$11.5
RAL20111		\$13.4
RAL20112		
RAL20113	OMIDEDOON ED ALLANDIDE	Sec. Creek College Av. W. Land
RAL20114		
RAL 20115	MISERICORDE LIBERTE TVL AIR AUTOGYRO	
		\$13.4
RAL20116	BIRD DOG AUTOGYRO	\$13.4
RAL20117	METROLINER AUTOGYRO	\$13.4
RAL20118	FAIRCHILD BANDIT	\$13.4
RAL20119	BOEING GROUND HOG	\$13.4
RAL20120	DeHAVILAND HORNET	\$15.3
RAL20121	GM TEMPEST	\$15.3
RAL20122	TNCA F-3 AGUILA	\$15.3
RAL20123	CHANCE VOUGHT SKEWER	\$15.3

DES DUNE
Intrigue and conquest in Frank Herbert's universe. Players use various means treachery to undermine their opponents and destroy their houses. Choose battles carefully, because their may be a traitor in your house. This is a re-print of the Avalon Hill boardgame, but includes both the expansions. Spice Harvest and The Duel. Alsohas three new Houses that were only available through General magazines. Has mounted mapboard, 6 character sets, 2 decks of cards, 2 battle wheels, 54 spice tokens, plus heaps of other markers, cards, etc. Components are in French, but an English rulebook translates all the rules and components into English.

DIFS GEAR NICE.

The Second World War was a time of incredible change. In six years technology changes from biplanes to jet-fighters. Now imagine that WW2 did not finish in 1945 — this is the world of Gear kineg. War walkers stride across the battlefields of Europe, huge supertanks thunder over North Africa, rocket fighters duel over the Pacific, superspise fight Nazis in the darkness. 128 page hardcover book with counters. Due August.

52.25

SJG ILLUMINATI DELUXE

This new edition non-collectable card game has 106 full-color cards and a revised rulebook. Secret conspiracies are everywhere! The phone company is controlled by creatures from outer space, the Congressional Wives have taken over the Pentagon, etc. Two to six players compete to grab powerful groups and increase their wealth and power to ploy is too devious.

The confidence of the c

"I## SJG INWO SUB GENIUS
This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of *Illuminati*. New World Order CCG, All the cards in this game can, however be used with INWO CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You complete against other factions for sunremacy.

\$33.55

EPB J.U.M.P. Into The Unknown

A stunning new game of space exploration and colonization. 1—4 players take turns in laying down transparent overlays containing planets etc. select a homeworld, purchase units, develop several types of technology, and try to dominate the galaxy through diplomacy and/or war. Fleet counters don't reveal what is in them, so space battles can be full of surprises. The rules are suitable to be used as campaign rules for miniatures games. Has 3 22" x 8" maps, 6 8" x 8" overlays. 200 black foll-stamped pieces, 20 record sheets, 40 plastic fleet stands, 4 reference sheets, dice, rules.

\*\*\*EXTRACT.\*\*

A fast paced multi-player card game of intersteller war, set in the Twilight Imperium universe. Set the galaxy on fire with cards like: Minfeliel, Boarding, Catastrophic Damage, Direct Hit, Asterolds, etc. Take control of mighty combat spaceships and blow your opponents to smithereens. 110 cards, simple rules, 2 to 6 players. Average game takes 15 minutes.

PB Marvel Comics MONOPOLY Collector's Ed \*#
The standard game of Monopoly except with everything having a Marvel Comics flavour.
8 pewter tokens of Marvel characters.
\$96.00

\*\*IMM\*
The two board games re-released together in one boxed set. Features combat between massive robotic mobile fortresses called Ogres against infantry and armor, and small units such as GEVs, artillery, etc. 2000 will see many Ogre releases, including new miniatures, OGRE GURPS, etc. Can be played solitaire or multiplayer.

\$28.75
Ogre Reinforcement Pack New rules include towing options, random damage, variant Ogres, four new multimap scenarios, and 2 x Ogre/GEV counter sheets, 2 x Shockwave counter sheets, bx wo maps from Ogre/Gev.

\$24.75
Ogre Shockwave A 12" x 14" map that joins to any side of the GEV map, 12 scenarios, new units such as cruise missile, laser fower, three new GEVs, a new Superheavy tank, and two unpunched counter sheets. \$20.65

Superheavy tank, and two unposess.

WIZ ROBO RALLY Revised Printing

Virique and highly amusing board game designed by Richard Garfield, the designer of Magic the Gathering. The bored robots with the intelligence of your average door knob, of an automated factory, world find amusement in racing each other through dangerous assembly lines. Includes 8 pewler robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option cards, rules & counters.

GRAND PRIX Contains three new double sided mapboards, with hazards including multilevel ledges, portals, ramps, repulsor fields, etc. More mad factory racing mayhem!

\$37.45

BINC: SLAG
The space combat game you don't need to be a rocket scientist to play, or a defense
budget to afford. Fast enough to play over lunch, with custom ship design and
handicapping rules for different tech levels to provide endless variation and challenge,
includes many pre-designed ships of various tech levels and sizes, peel-off stickers for
ships, and two space maps on the inside cover.

ADB Star Fleet Battles Captain's Edition Basic Set

Extremely detailed starship combat based on the original Star Trek TV series. With 224
page Captain's Rulebook with introductory rules, 24'x20' map, 216 color counters, 64
\$57.60 page SSD book, various tables.

SFB Advanced Missions New rules for SFB including nimble ships, catas

SFB Advanced Missions New rules for SHB including millule single, settlempting, settle

Captain's Module T Tournament Battles Completely updated SSDs, detail rules on every aspect of tournament competition, tournament scenarios, stellar combat map, play adds, 216 counters, 108 ammo counters, and official tournament scenario miles for Fed & Empire.

\$2.75
Captain's Log # 18 SFB has been taken over by ADB, and here is their first new product, Has a new stories, 16 new starships, scenarios, etc.
Captain's Log # 19 112 pages with a Kcinti history of the General War, 16 new stories, including a new race, scenarios, F&E stuff, etc.
Captain's Log # 20 112 pages with a story of a UFP starship and its encounters with here every powerful space monsters. 20 new ships including Omega Freighters, a new race, Kilngorn ships of the Middle Years, Omega ships and ladics, the new Utrikir race, Scenarios, Engliding the gazaed emgsters.

Captain's Module: Omega Sector Beyond the ISC and the Galactives of the Omega Sector Beyond the ISC and the Galactives of Sector Beyond the ISC and the Galactive Sector Beyond the ISC and the Galactive Beyond the ISC and Technology of Sector Beyond the ISC and T

MB STAR TREK MONOPOLY Collector's Ed \*/#
The standard game of Monopoly except with everything having a Star Trek: The Next
Generation flawour. With stunning Star Trek arthown, if teatures Star Trek reat-estate such
as the O replacing Mayfair, neutral zone taxes, 8 pewter tokens of the Star Trek
Star Trek
\$115.15

MB STAR WARS MONOPOLY Classic Trilogy Ed \*/#
The standard game of Monopoly except with everything having a Star Wars flavour. With sturning Star Wars ardwork, if features Star Wars real-estate such as the Imperial Palacy replacing Mayfari, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc., and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers.

\$86.35

MB STAR WARS MONOPOLY Episode 1 Edition \*/#
The standard game of Monopoly except with everything having a Star Wars Episode 1
(Young Jedi) flavour. This collector's edition has a unique 3D gameboard, 8 miniatures apartments and towers, Jedi Cards, etc.

\$144.00

apartments and towns, year cause.

\*\*/##

Players lead great fleets through a future history in which a peaceful Terran Federation buttles against more aggressive aliens. The system allows you to design your own ships that suit your own shyles of play. The swift-resolution D10-only system gives you the power to maneuver large fleets will still finishing games quickly. Includes scenarios and ships cate.

stats
Starfire 3rd Ed Starter Pack Includes the above rules, one large 4 par map, scenario book The Stars at War, and 400 counters
48.00
Alkelda Dawm Has a campaign star map, new countersheet, new tech and weapons
32 pregenerated star systems, campaign rules, etc.
\$22.00

The Ashes of Empire A strategic card game for 1 — 8 players where players colonise up to eight planets, build and deploy fleets of spaceships, and then try to conquer neutral or other players planets using fleets. Advanced rules add pirates, diplomacy and planet morale. You need at least 18 x D6 dice per player. \$19.15

FFG Thunder's Edge
In the tradition of Twilight Imperium, this game has a moveable hexagon system that insures that no two games are alike. Tiles and counters are stunning. This is a multiplayer board game of futuristic tactical warfare and struggle for political control, as five factions fight over a wormhole just discovered near an outback mining planet. Our first lew copies sold have a free copy of Golfmania in them., 39 map tiles, over 100 cards, 288 counters, str.

etc.
Thunder's Edge Expansion Set # 1 Adds new fleet cards, Gryphon and Siege
Thunder's Edge Expansion Set # 1 Adds new fleet cards, Gryphon and Siege

**Fantasy** 

FFG BattleMist
This is a fantasy version of Twillort Imperium. In the ever-changing domain of Mennara,
trouble stirs. Control one of six powerful races, which are Dwarves, Ehves, Knights, Orcs,
Barbarians, Undeed, and lead your realm into vast forests, pleins and mountains in
search of the key to ultimate power, the Stars of Timorran. Expand your realm, grow
impressive cities, building mighty armise, wiseld terrible magic, and send heroes on
quests. Featuring the hexplay adaptable gameboard, so every game is different. For 2
to 6 players. With 25 plastic markers, 2 colorful counter sheets, 45 quest cards, 84 action
5105.53
The Salls of War Contains a large 35' x 23' sea-map and a multitude of shipcounters for trade ships, warships and transport ships. Players must face turbulent
waters and sea monsters as they brave the waters. Also new trade and initiative
interfaces, and six record/reference sheets.

CML Camlyn's Destiny

An empire building medieval fantasy wargame! For 1 — 4 players, you are a baron with natural and military resources at your disposal. By balancing your economy, peasant happiness and military might, establish yourself as the power in the region. Lovely mounted mapboard, 60 full color battle cards, play-money, 3 dice with 18 stickers, around 200 lovely counters for kinglish, archers, swordsmen, peasants, cataputils, wood, iron and stone production. Set taxes, but watch out for peasant rebellions!

\$84.95

The castle is small and there is not enough room for everyone. You must try to place all of your characters in the castle before your opponents do, but you must plan very carefully to do this. Has 4 castle walls, 56 character cards to place within the castle walls, 115 playing tokens.

COS Cosmic Wimpout

Afast paced game played with 5 special Cosmic Wimpout dice. Players try to roll scoring combinations and take points which will add up to a winning total. But many times a player is forced to keep rolling by several strange rules. You can also win or lose outlight by just one roll. For any number of players. Available in three formats:

Cosmic Wimpout Tube

Cosmic Wimpout Boxed

Cosmic Wimpout Travel Edition With velvet bat

\*##

ATL Cults Across America
The board game of the Cithulhu world. Pummel the President, Buy a tank. Sack Arkans
Shoot Nyariathotep with a Cosmic Ray Gun. You'll command cultists, high priests, tanks
the national guard, the President, even Cithulhu himself. With challenging resource
management, detailed combat choices, three scenarios, 112 game cards. 18x28° color
board, 384 counters.

\$91.15

Hammers of Urth Dwarves Expansion (must have above to use)
The Wastelands Expansion

The Wastelands Expansion

The Wastelands Expansion

Has four random flats containing all new Disks for your diskwars army. Requires an basic army set to be able to use this additional disks.

CCI EMMERLAUS Duel of Mages

A card game for 2 — 10 players. Players are great mages of forgotten times, and take
ums attacking each other. Objects include rings, robes, belts, staffs and potions. Has
110 cards and 6 special dice.

\$55.00

FMG Insecta Second Edition

The Get a bug's-eye view as you mix and match insect body parts to build the perfect mutant-insect, then set out to conquer the Hive. Fight your way past dozens of vioracious real-insect, then set out to conquer the Hive. Fight your way past dozens of vioracious real-insect, then set out to conquer the Hive. Fight your way past dozens of vioracious real-insect, then set out to conquer the Hive. Fight your way past dozens of vioracious real-insect past of the Hive that the past past of the Hive the Hiv

RGG King of the Elves  $^*$ 4/H Card game for 2-6 players. You are an elven prince touring the realm to gather gold coins. The prince with the most gold will be the next king. But other princes place thieves and obstacles in your way. 120 cards, 75 gold coins. \$28.80

STE KNIGHTMARE CHESS # 1
An extremely popular excessory for the game of chess. This box contains 80 dark and beautiful cards, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example.

STE KNIGHTMARE CHESS # 2

Here are 80 more cards to wake up your chess game - 78 brand new cards. You don't need KC#1 to use this one. Complete rules are included to use these new cards.\$31.15

Knights of the Dinner Table: Orcs at the Gates "fill This board game is based on the Knights of the Dinner Table: orcs at the Gates "fill This board game is based on the Knights of the Dinner Table comic strips. Players take the roles of the comic's characters in their quest to loot, pillage, and warder the countryside trying to find valuable treasure and defending themselves from rampaging ors. 2—5 players. With 4 double-sided full color maps, 146 cards, 38 token\$7.00 character templates.

Orcs: The Reckoning Adds new cards & one page of rules to the above game covering Knights of the Dinner Table issues 24—34.

Hasbro/AH STRATEGO LEGENDS \*##
Brand new Stratego game from Hasbro. Based loosely on the original game but with a bost of different pieces, many with special fantasy abilities. You can choose which pieces you want to use, but cannot have more than 30, and the 30 must contain set numbers of each unit strength -type. Pieces include dragnons, wizards, skeletons, vampires, knights, etc. and the game boards have many different types of terrain, which give boruses to certain pieces. The game has 80 plastic playing pieces, 60 metallized unit stickers, 4 battleboards (out of 24 in total) and border, rules.

Stratego Legend Booster Packs These contain 15 stickers & plastic pieces, randomly chosen from a total set of 206 different pieces.

STE TILE CHESS

A chess variant for up to players where the shape of the game changes with every move. The more players you conquer, the stronger you become. Has 96 tiles, which can be played on any small table. Requires chess pieces. \$28.75

ATI ATION
A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"\( \)22" Masterboard trying to muster the largest legion of fantastic beasties. When opposing legions cash on the Masterboard play is transfered to one of eleven 8"\( \)x11" Battleland maps. With 621 large, attractive counters.

GAM WARHAMMER QUEST GAM WARHAMMER QUEST
This is the game of battle, magic and adventure in the danger ridden caverns of the
Warhammer world. You take the part of heroic warriors as they explore the caves and
tunnels, vanquishing terrifying monsters and avoiding deady traps intheir quest for
treasure and glory, includes rules, adventure book, 192 roleplay book, over 100 cards for
dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10
plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 or
awarrior, 6 or carchers, 12 glant tast, 12 glant spiders, 6 night goblin archers, 6 night
goblin spearmen, 12 glant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard,
§1, and dwarf.

goolin spearmen, 12 jeans usts, 12 strumgs, 11 linhours, 12 seats in, 18 seats in 18 s

COL Wizard Kings

Another stunning blocks game by Columbia Games. For 2 players (or 3 or 4 if you buy the extra armies), each player is a Wizard King who raises armies, builds castles, and conjures up strange and powerful beats. Players gather gold points from all the cities they control, which they spend to build new castles or units, or to add steps to existing units. The game comes with 4 stunning 16 'XI' mapboards which can be arranged in dozens of configurations; 56 wooden pieces with full color stickers for each, being 28 orc units and 28 even units. Each wizard knows six spells. Rules are relatively simple and can be used to moderate campaigns for miniatures games too. Looks fantastic. \$88.00 MORTOD Undead Army Contains 28 wooden blocks and stickers and army stats-card, allowing an extra player to join the game.

\$26.20

KHURDAK DWAYEN ARMY CONTAINS 28 wooden blocks and stickers and army stats-card, allowing an extra player to join the game.

\$26.20



The pieces from Wizards Kings

AH WIZARDS QUEST

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the siland of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. With superb full color mapboard, one sheet of counters, 35 Petition Cards, two dice.

\$62.40

CHX WIZ-WAR

"##
Cast spells and steal treasures. This is a beer and pretzels classic. The game has four individually designed dungeon floor playing boards, exciting spells to cast on opponents from 130 spell cards, free standing color wizard playing pieces, 2 sheets of counters. For 2—4 players. Win by stealing treasure from other players.

\$33.55

## Historical Reference Books -

## **OSPREY** HISTORICAL REFERENCE BOOKS

## **Ancient Era**

ALEXANDER 334-323 BC A gripping account of the brilliant of a voung man who conquered the entire known world before he says 35.20



ANCIENT ARMIES OF THE MIDDLE EAST Includes Ancien Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by ANGLO-SAXON THEGN The Saxons slowly conquered much \$28.60 MAA320 ARMIES OF THE CARTHAGINIAN WARS A detailed account of the ARMIES OF THE CARTHAGINIAN WARS A detailed account of the \$25.30 ARMIES OF THE CARTHAUSTRIAN THORUS \$25.30 and Roman armies \$25.30 BARBARIANS By Tim Newark and dozens of color plates by Angus yeers Celts, Spanish, Germanic tribes, Gottis, Vandals, Franks, \$31.90 \$31.90 \$31.90 CANNAE 216 BC THE ROTTER AND 118 AUGUST AND 1216 BC .....\$35.20 nibal in 216 BC .....\$35.20 EARLY ROMAN ARMIES The development of the Roman army from .....\$25.30 EARLY NUMBER ARMINES 118 COUNTY NUMBER 275 BC. \$25.30

GERMANIC WARRIOR 236-568 AD The 3<sup>rd</sup> to 6<sup>th</sup> centuries saw of Roman civilization and the emergence of Germanic warrior \$25.60 societies.

HANNIBAL'S WAR WITH ROME Combines MAA121 and CAMP36 together le: \$46.20
IMPERIAL CHINESE ARMIES (2) 590-1260 AD Imperial China from on of China by Yang Chien to its destruction and conquest by Kubial on of China by Yang Chien to its destruction and conquest by Kubial (25.30) S25.30
IMPERIAL ROME AT WAR An extremely popular book covering from 52BC — 378 AD, with every page of text accompanied by a color \$280.30 and \$31.90 and \$ s McBride.....\$:
LATE ROMAN CAVALRYMAN 236-565 AD Extremely detailed WAR15 LATE ROMAN CAVARYMAN 230-305 AD EXTERNEY GRAINED TOO AND A CAVAIRY OF ELITE40 QADESH 1300 BC Clash of the Warrior Kings Rameses II, leads essional Egyptian army against the might of the Hittle Army & their 3 335.20 REIVERS 101 305.30 See a battleground.
REPUBLICAN ROMAN ARMY 200 - 104BC Weapons, equipment and levy, tactics.
ROMAN ARMY: CAESAR TO TRAJAN History, etc of the Roman 2525.30 See a company and the Roman ROMAN ARMY: CAESAR TO TRAJAN History, etc of the Roman ROMAN ARMY: CAESAR TO TRAJAN History, etc of the Roman ROMAN ARMY: CAESAR TO TRAJAN HISTORY, etc. of the Roman ROMAN ARMY: CAESAR TO TRAJAN HISTORY, etc. of the Roman ROMAN ARMY: CAESAR TO TRAJAN HISTORY, etc. of the ROMAN ROMAN ARMY: CAESAR TO TRAJAN HISTORY, etc. of the ROMAN ROMAN ARMY: CAESAR TO TRAJAN HISTORY, etc. of the ROMAN ROMAN ARMY: CAESAR TO TRAJAN HISTORY, etc. of the ROMAN 's most famous days.

ROMAN ARMY: HADRIAN TO CONSTANTINE Rome's glorious
but fights to survive.

\$25.30

ROME'S ENEMIES: ARMIES OF SPAIN Rome fought many difficult MAA93 MAA180 ROME'S ENEMIES: ANYMED 3. 32. ROME'S ENEMIES: THE DESERT FRONTIER Part of Roded Africa, and this book details the African enemies who opposed Africa, and this book details the African enemies who opposed the second seco \$25.30 MAA243 . \$25.30
ROME'S ENEMIES: GALLIC & BRITISH CELTS Gauls and British FROME'S most famous and thought of enemies. Learn about their s, etc. \$25.30
ROME'S ENEMIES: GERMANICS & DACIANS Tribes covered are ROME'S ENEMIES: PARTHIANS & SASSINIDS Covers the rise of a warrior race using impressive cataphract cavalry and mounted \$25.30

s, a warrior race using impressive comps.

\$25.30
\$ASSANIAN ARMIES The Sassanid overthrew the Parthians in 226
ght against the Romans, Huns and Romano-Byzantines. Costume.
\$36.30 th against the rothalis, the Sandaman and Sa \$25.30
THE ANCIENT GREEKS 500-300 B.C. 64 page book with 12 color ag the armies and troop types of the Greek city states during the \$2.600. taling the armies and troop types of the Greek city states outrig the Period.

THE ARMIES OF BACTRIA 700 BC - 450 AD Bactrian warfare s time period has never been comprehensively examined before. This is a two-book set, which fills this gap by reconstructing the history, \$49.50 THE ARMY OF TANG CHIMA The organisation, uniforms and equipment nies of Tang China in the 6th-9th C AD. Plates by Angus McBride, \$36.30 THE GREEK AND PERSIAN WARS 509-323 B.C. The Athenians praisa at Marathon, the 300 Spartans at Themopylea, Xerxes defeat at sea s, the battles of Plateae and Mycale, the Peloponnesian Way, etc. \$25.50 2 THE PERSIAN ARMY 560-330 BC The arch-enemies of Ancient of Maraetroins. MAA69 \$28.60 Accedonia. \$28.50
THE PRAETORIAN GUARD A close look at the elite Roman \$28.60 ELITE50 MAA137 me out of the East. \$25.30
THE SPARTAN ARMY The Spartans were the only full time army in ce and were thus truly an elite force. Gives history, training, lots of rical accounts, etc. \$28.60 specific historical accounts, etc. ... \$28.60

MONT WARRIORS OF EURASIA A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmations, Huns, Goths, Scythians, Kushans, Parthians, etc.

## Middle Ages

ARMIES OF MEDIEVAL RUSSIA 750 - 1250 Many influences \$42.00 ARTHUR & THE ANGLO-SAXON WARS The Arthurian Age & the and. A time of settlement & the sword, with invading Germanic peoples Saxons, Jutes, and Angles. Also the Welsh, Irish, Picts, Danish, \$25.30 BYZANTINE ARMIES 886-1118 AD The last bastion of Civilization to he Ancient era to the Middle Ages. They fought with & against the slam, etc. \$25.30 BYZANTINE ARMIES 1118-1461 AD Their continued wars with the sliams, the Normans. \$25.30 such as MAA89 BYZANTINE ARMIES 1110

\$25.30

CRECY 1346 The first major land battle of the 100 Years War, in 10,000 French were killed. \$35.20

FORNOVO 1495 What happened when the Italian knights squared of \$35.20 CAMP43

against the MAA231 al service, knightly ideals, troop types, medical service, knightly ideals, troop types, medical services \$25.30 EL CID & THE RECONQUISTA The very name El Cid sums up much character of medieval Spanish warfare. This book covers 1050 - 1459; 25.30 \$25.30 character of medieval openion Run 123.3 September 25.3 ENGLISH LONGBOWMEN 1330-1515 An indepth examination of \$28.60 FRENCH ARMIES OF THE 100 YEAR WAR Plates by McBride, and \$25.30 

many different campaigns. \$25.30
CAMP53 GRANADA 1492 Granada was the last Islamic enclave in Spain, and it took 11 years for the Spanish to overcome it. \$35.20
CAMP13 HASTINGS 1066 The Norman invasion of Britain, and the subsequent battle of Hastings. \$35.20 HASTINGS 1066 INE NORMAL INVESTIGATION \$35.20 battle of Hastings. \$35.20 HATTIN 1187 Read how the events of 1187 AD shook Western Europe crushed the Christian army at Hattin, then to retake Jerusalem. 335.20 HENRY V & The CONQUEST OF FRANCE Covers Henry V's France, following on from Agincourt. Includes several campaigns, tools \$24.20 \$324.20

back invasions from Germany, source \$25.30 MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500 A fascinating history, as the Italians formed a number of powerful city states, who competed against each other. \$25.30 d a number of powerful day \$25.50

ITALIAN MILITIAMAN 1260-1392 Urban militias were the mair
\$28.60

ITALIAN MILITAMAN IZOU-1992 CONTRIBUTION STATES SERVICE STATES SERVICE pits and the powerful Russian city state of Novgorod. They classhed al Peipus.

335.20

MALTA 1565 AD The epic siege of the Island fortress of the Knights the Turkism army of Suliman is one of the most compelling stories in rry.

335.20

tory. \$35.20
MEDIEVAL EUROPEAN ARMIES Probably the most important book or medieval wargamer can buy. This superb book covers in detail how as were raised, how mercenaries were hired, and how all such bodies or organised, cavalny, infantry, artillery. And tactics, including the longbow Hussite, Condottieri. \$25.30

(see Justified Conditier). \$25.30

MEDIEVAL HERALDRY An introduction to the reader of the role of ary aspect of heraldry and examples of how it was used in the 14th and 15th \$25.30 NICOPOLIS 1396 The Last Crusade as a Franco-Burgundian army \$35.20

with Hung WAR1 a and development of Norman Knights. \$28.60

4 PAVIA 1525 Pavia was the most decisive battle of the Italian between \$35.20

CAMP44 PAVIA 1525 Pavia was the most decisive battle or the hands.

\$35.20
MAA171 SALADIN & THE SARACENS Gives a full account of Saladin as he lead the Saracens in battle against the Crusaders, but also details the Selius, Fatamids, Kwarismians, Mamluks.

\$25.30
WAR7 SAMURAI 1550-1600 An indepth look into the training, arms and armor of the Samurai, during the Japanese Age of Battles.

\$25.60
WAR10 SARACEN FARIS 1050-1250 AD The Saracen cavality, or faris, \$25.60
SARACEN FARIS 1050-1250 AD The Saracen cavality, or faris, \$25.60 Insader's in almost every battle. 20 The Saraceri Levally, of \$25,00 THE AGE OF TAMELANE Said to be a decemeent of empty, of \$25,00 THE AGE OF TAMELANE Said to be a decemeent of empty, the said to be a decemeent of empty, and the department of the said to be a decemeent of empty, and the said to be a sa

ELITE19 ELITE58 THE JANISSARY INFANTRY The Janissarys were elite 3 THE JANISARY INFARTY IN THE STATE OF THE CANADA THE C

St John, f Orders, e MAA259 Orders, etc. \$25.3.

THE MAMLUKS In Europe the Mamluks of Egypt are remembereres as so-called Slave Kings who drove out Crusaders. \$25.30 mkA4165

Middle Ages. Russian cities fell before them, and then they turned on Hungar

cide Ages. Russian cities fell before them, and then they turned on murguishing its armies. \$2.5.00 LITE3

THE NORMANS The Normans began the creation of the United ingdom, defeating of the Anglo-Savons and unifying of all of Britian Microscopic and the Age of the Anglo-Savons and unifying of all of Britian Microscopic and the Anglo-Savons for five form of the Anglo-Savons form of the Anglo

hiberds. \$25.30

THE VENETIAN EMPIRE 1200-1670 AD The city state of Venice in ad it's own fleets, an extremely aggressive merchant empire (3,000! ships by (450AD) \$25.30
MAA145 THE WARS OF THE ROSES War between the houses of York and Lancaster A unique study, for this war was one of the only ones in which both sides used longbows. \$25.30

#### Gun Powder Era

OSP346-3 A MILITARY ATLAS OF THE NAPOLEONIC WARS Huge hardcove OSP346-3 A MILITARY ATLAS OF THE NAPOLEONIC WARS Huge narucover book with over 340 pages with 169 maps illustrating each campaign and battle where Napoleon was in command, with an incisive narrative of the Napoleon was 3165.00 ELITE62 AMERICAN CIVIL WAR ZOUAVES American Zouaves regiments being filled with foreignes, based themselves on the French Zouaves. \$28.60 CAMP2 AUSTERLITZ 1895 Napoleon was cut off from his supply lines, and opposed by a joint Russian/Justinal army, yet he still managed to with How did he manage such a feat? \$35.20 Warrior 24 Austraian Grenadiers & Infantry 1788-1816 Austrians took part in almost all the Napoleonic wars, and even managed to defeat the French on a few occasions. \$29.70
CAMP65 BADAJOZ 1812 Badajoz was an epic action involving Wellington infantry trying to take a Spanish fortress town. \$33.00

AA301 BOER WARS (I) 1836-1898 AD The Dutch settlers in South Africa, the Boers, crushed almost everything the English and local Africans could throw at them....\$25.30 BOER WARS (II) 1898-1902AD The Boers manage to impose their over the black population by the mid 1890s, but by 1902 they were by the British.

\$25.30
BRITISH FORCES IN NORTH AMERICA 1793-1815 Uniforms & equipment, etc. \$25.30

BRITISH FORCES IN THE WEST INDIES 1793-1815 Uniforms & equipment SC3.30 Sequipment Sandolier (1) 1808 - 1908 Knapsask Siase equipment Bandolier S23.10 BRITISH INFANTRY EQUIPMENT (2) 1908 - 2000 Details the BRITISH INFANTRY EQUIPMENT (2) 1908 - 2000 Details the S23.10 n of w fighting \$28.60 BRITISH REDCOAT (2) 1793-1815 Continues the story of the WAR20 WAR20 BRITISH NEUCOAI (2) 1737-1610 Community Medical Tools (2) 1737-1610 Community Medical Tools (2) 1738-1610 Community Medical Tools (2) 1736 Apparish colonies and shipping. S26.40 CASTIGLIONE 1736 A9 5 page A4 sized book with incredible detail. With the battle of Castiglione in 1796 Napeleon repulsed the first of four Austrian attempts to rise the French siege of Mantua. Until now there has been no account of this in English. \$42.00 the French siege of Managad. State | S42.00 |
CAMP55 | CHANCELLORSVILLE 1863 Considered to be Robert E. Lees finest | \$35.20 |
\$35.20 n as Francis Drake, who warred on Spain...... Émigré & Foreign Troops in Bristish Service (I) 1793 Uniforms MAA335 Uniforms CAMP63 as it tried CAMP52 \$35.20 OB1 OB2 Gettysburg July 2: Confederate Comprehensive organization OB6 the forces in OB7 torces in ed, examined unit by unit......\$38. HIGHLAND CLANSMAN 1689-1746 Focuses on the Clansm HIGHLAND CLANSMAN 1000 \$28.60 S28.60 IMPERIAL GUARDSMAN 1799-1815 Focuses on the French \$28.60 \$28.60 during the \$8.60
INKERMAN 1854 The Russians march out of the besieged city of birrow off the allied British & French forces. The Russians outnumber \$5 to 11.
\$352.00
KING GEORGE'S ARMY 1740-1793 (3) Uniform colors and etc of the English army involved in the Seven Years War, the War of Section at 1. sto of the English army involved in the session, etc. \$25.30 session, etc. \$25.30 LATE IMPERIAL CHINESE ARMIES 1520-1840 Chinese weapons & \$25.30 ind those of other nations. \$25.30
LOUIS XV's ARMY (1) CAVALRY & DRAGOONS A substantial part s army consisted of numerous regiments of Guard Cavalry, heavy \$25.30 n men born and raised in France. \$25.30 LOUIS XV's ARMY (3) FOREIGN INFANTRY The importance of MAA304 foreign reg MAA308 LOUIS XV's ARMY (5) Colonial & Naval Troops Rev extraordinary variety of units. \$25.30

NAPOLEON JOURNAL # 14 78 page journal featuring a huge article on the Battle of Borodino, Napoleon explores Egypt, etc. \$319.80

SP371-4 NAPOLEON'S ELITE CAVALRY Huge hardcover book with 91 magnificent color plates of Napoleons cavelly, painted by Lucien Rouseslot, with text describing the men & uniforms. \$121.00

NAPOLEON No. 13 A glossy color magazine, this one focusing on Napoleons Egyptian campaign, covering the Battle of the Nile in special detail, plus diagrams, mans atc. \$16.50 Express detail, plus subgraines of the property of the propert ELITE71 QUEEN VICTORIA'S COMMANUE'S COUNTAIN CONTROL STATE OF COMMANUE'S DELIVER OF COMMANUE'S DELIVER 1879 The most famous battle of the Zulu war against the British. Little more than 100 British soldiers and patients defend a hospital against almost 4000 Zulus. \$35.20
MAA297 RUSSIAN ARMY OF THE SEVEN YEARS WAR (1) Covers the Russian army from 1725 - 1740 and then into the seven years war, booking at uniforms, tactics, chronology, etc. ics, chronology, etc.

SALAMANCA 1812 The most decisive battle of the entire Po ghing against the Spanish over the independence or case.

\$35.20 battle.

\$35.20 actite.

\$37. SARATOGA 1777 For the first time in the American Revolution, regulars were beaten in open battle by equal numbers of Americans. The point of the war miles of the English Civil Wars The Scots armies 4King is land II played key roles in the wars.

\$24.20 standard to the Standard American MAA321 history, etc.
SPANISH ARMY OF NAPOLEONIC WARS 1808-1812(2) Unif SPANISH ARM TO FINAL SECTION (\$24.20 station, history, etc. \$24.20 SPANISH ARMY OF NAPOLEONIC WARS 1812-1815 (3) Uniforms \$24.20 g on infantry......
THE AUSTRIAN ARMY 1836-66 (2) The post-Napoleonic THE KING'S GERMAN LEGION (1) 1803-1812 The largest & most THE KING'S GERMAN LEGION (1) 1803-1812 The largest & most \$24.20 foreign corps in the British army
THE KING'S GERMAN LEGION (2) 1812-1816 The largest & motioneign corps in the British army
See 1. The North-East Frontier 1837 — 1901 British India's North-East Frontier Christian Control Saw heaps of military activity. \$24.20 MAA314 THE OTTOMAN EMPIRE 1775-1820 The Army of the Ottoman Empire \$25.30 MAA343 The Portuguese Army of the Napoleonic Wars I They represented between half to one third of Wellington's forces in Spain \$24.75 MAA293 THE RUSSIAN CIVIL WAR (1) THE RED ARMY Uniforms, equipment and organisation of the Red Army during Russia's civil war, which raged from 1917-1926. \$29.30 from 1917-1926. \$25.30

MAA305 THE RUSSIAN CIVIL WAR (2) THE WHITE ARMY Uniforms, equipment and organisation of the 'White Army during Russia's civil war, which raged from 1917-1926. \$25.30

MAA344 The Tribes of the Sioux Nation The horse culture of the tribes of the High Plains of North America lasted only 170 years. \$24.75

MAA345 The United States Army 1812 — 1815 The War of 1812 aws the true making of the regular regiments & corps of the US Army. \$24.75

## 10 - Reference Books, Videos

EHQ THE WAR IN MEXICO Hardcover book. Volunteers from many states were carried to Mexico by a war fever that anticipated the American Civil War. Future generals got their experience. \$66.00 UNION CAVALRYMAN 1861 - 1865 Extremely detailed look at the
training, development, equipment, uniforms, organisation and tactics of the Union Cayalry. \$28.60
MAA281 US DRAGOONS 1833 - 1855 The US Dragoons were formed in 1833 to explore far and wide into the Western territory, & bear the arms of the Union
CAMP59 VITTORIA 1813 Wellington fights the French in Spain, with this battle deciding the Peninsular war. \$35.20
CAMP⁴5 WATERLOO 1815 A detailed examination of one of the most famous battles in history, Napoleon vs Wellington. \$35.20 CAMP47 "YORKTOWN 1781 Washington systematically begins seeking out and destroying British impregnable fortresses. \$35.20
WAR14 ZULU 1816 - 1906 The Zulus caused the British Colonial troops quite a scare in the late 1870s. But fire power eventually won the day\$28.60

Oddles if Instaly Nepoleon's Yerimidol.  79RKTOWN 1781 Washington systematically begins seeking o and destroying British impregnable fortesses	e
WWI, WWII, & Modern	Shanna
NV30 AMTRACS US amphibious assault vehicles were used heavily WWII, especially in the Pacific against the Japanese. A lack of them at Betio Islar in 1943 saw a casualty list of 3,400 marines — one third of them killed. Also postwarmtracs	ar
amtracs. \$25.1  CAMP5 ARDENNES 1944 Hitlers last desperate gamble - the Battle of the Bulge. \$35.2  Concord Armor of the Vietnam War (1) Allied Forces Heaps of B&W photo	0
with text, & color plates \$24.2 CAMP42 BAGRATION 1944 A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Ground State of the Soviet Army Ground	o ne np
Centre, in 1944	rs
well algery observed. Fet they said an advantage of the said and s	0
British soldier lived, fought, and died during those horrible years of WW1. Weapon tactics, uniforms, etc. \$28.6  MAA306 CHINESE CIVIL WAR 1911-49 The fall of the Manchu dynasty	S.O
1911 brought to an end a thousand years of Imperial rule and ushered in 40 year of strife \$25.  Concord D-Day Tank Warfare Armored combat in the Normandy campaig from June — August 1944, covening US, Germand English tanks. Heaps of photo:	gr
color plates. \$24.3	20
was called "last of the qunfinghters." \$36.3  CAMP58 FIRST YPRES 1914 This is where the BEF fought its last battle. I heroic defense saw it eventually destroyed.  MAA325 FRENCH FOREIGN LEGION 1914 - 1945 The Foreign Legion as	ш
was during World War II. \$24.2  MAA300 FRENCH FOREIGN LEGION SINCE 1945 The history of service composition of Foreign Legion units throughout the world. \$25.3  NVA29 German Armored Cars & Reconnaissance Half-tracks 1939-	0
NVA29 German Armored Cars & Reconnaissance Half-tracks 1939- Development & history, orders of battle. \$23.1 NVA26 German Light Panzers 1932-1942 The light Panzers were it workhorse of the German early WW2 army. \$28.6	0
ELITE63 GERMAN MOUNTAIN & SKI TROOPS 1939-45 One of the el arms of the German forces during WW2, that has received little attention. This bo gives them attention at last\$28.6	ite ol
achieved 'acedom' by shooting down over 60 enemy aircraft. This book details to	he
NVA7 IS-2 HEAVY TANK 1944-73 Follows the history of the developme and action of the IS Soviet heavy tank, which first appeared in late 1943. \$25. CPV1 JagdWaffe: Luftwaffe Colors Vol 1 Section 1 Covers the Luftwaffe for 1919 to 1938. including history & colors. \$42.0.	30
ACE6 Junkers Ju 87 in North Africa & Mediterranean The Ju 87s fac completely different combat conditions in North Africa and the Mediterranean, there was no British radar\$35.2	e a 20
ACE17 Ju 88 On the Western Front The Ju 88 served as a fighter, bomber a patrol aircraft on every front in WW2	20
NVA1 KINGTIGER HEAVY TANK Detailed look at development & action PZ VI B	3
battle in history, where the Germans launched their last and perhaps most sturoffensive in Russia. \$35.3.  \$\sqrt{8}\$ \text{VY.1 & 2 HEAVY TANKS 1941-45} \text{ The Germans got two nations}	20 st
shocks when they invaded Russia in 1941 - the T-34 and the KV-1 & 2 \$25.:  NVA24 LEOPARD 2 The German main battle tank from 1979-19  Development, variants, etc \$25.  \$25.	36
CAMP75 LORRAINE 1944 A series of violent armored battles occur as t Germans try to stop Patton's Third Army.  M2/M3 BRÁDLEY INFANTRY FIGHTING VEHICLE 1983-95 The US designed t M2/M3 Bradley to operate alongside the M1 Abrams, which is extremely fast a	n
mobile. \$25.  NVA33 M3 & M5 Stuart Light Tank 1940-45 American light tanks that we severly outgunned, yet did Ok in the East. \$24.	3 er
by Lawrence of Arabia and his Arabs, the English Desert Mounted Corps dest three Turkish armies	00
Battle Tank, the Merkava. \$25.  CAMP49 MONS 1914 The first major class of the Great War, Mons came as	30
AIR33 NIEUPORT ACES OF WORLD WAR 1 The only allied airc capable of dealing with the Fokker E series	a 20
Allies in 1944. \$35.  CAMPT3 OPERATION COMPASS 1940 A British bilizkrieg in North Acris 1940, sweeping 500 miles down the coast. \$35.  OSP0668 OSTFRONT Covering the war on the Russian front from 1941.	50 50
Hitter's greatest mistake. In softcover	ic ic
\$36.  NVA22 PANTHER & VARIANTS All the actual and planned variants of Panther, including combat Ausf A, D, G, JadgPanther, planned FlakPanther, Panther, Flatter, etc. \$25.	th
Concord Panzers in the East (1) 1941-43 1941 to 1943 were the of Germ aggression within the Soviet Union, with huge gain of territories. With heaps photos and many color plates \$24.	a (20
the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East front. \$24.  Concord Panzers in the East (2) 1943-45 The decline and eventual defeat \$42.  Concord Panzers in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decline and eventual defeat the German army or in the East (2) 1943-45 The decli	20
Concord Panzerwaffe at War (1) Nuremberg to Moscow With heaps	(
photos with text covering German tanks, tank destroyers and AFVs from pre-was the gates of Moscow. \$24. Concord Panzerwaffe at War (2) Moscow to Berlin German tanks & AF 1942 to 1945, Russian front, Affica, Europe. \$24. NVA27 PANZER III The history and development of this important German tank from 1936-1944.	V 20
tank from 1936-1944. \$25.  NVA28 PANZER IV The history and development of the workhorse of German army from 1936-1945. \$25.  CAMP62 Pearl Harbor 1941 7th Dec 1941 saw the Japanese surprise attack the US fleet in Pearl Harbor	
WWII until the final victory in Europe\$35.	2
OSP7775 Retreat, Héll! We Just Got Here! A hardcover book focusing on American Expeditionary Force in France. \$46. ELITE55 REDCAPS Britain's Military Police Had every British soldier of the centuries been an obedient and dutiful soul, there would have been no need.	2 vi
the military police	6

NVA25 SDKFZ 251 Half-Track 1939-45 The first widespread use of armored
infantry to accompany tanks was in WW2\$28.60
NVA3 SHERMAN MEDIUM TANK The M4 Sherman was the primary Allied
NVA24 Sturmartillaria & Panzariagar 1939-45 German assault guns and
tank destrovers, incl. Marders, StuGs, etc\$24.20
Concord Stalin's Heavy Tanks 1941-1945 Covers the T-35, KV and IS tanks
and tank destroyers, with heaps of photos
34/85, 1-44 and tank destroyers
NVA19 STUG III ASSAULT GUN 1940-1942 One of German's most powerful
AFVs at the beginning of the war. \$25.30 AIR19 Sunderland Squadrons of WW2 The RAF's coastal staple maritime
patrol aircraft. It had 14 machine guns!
NIVAG T-34/76 MEDILIM TANK 1941-45 The best tank of WW2 at the time
of its inception. By Steven Zaloga. \$25.30 NVA20 T-34/85 MEDIUM TANK 1944-1994 The T-34/76 was upgunned to
the 85mm calibre gun in 1944\$25.30
Concord Tank Battles of the Mid-East Wars (2) 1973 Israeli and Arab tanks involved in the mid-east wars from 1973 to the current days \$25.30
involved in the mid-east wars from 1973 to the current days\$25.30  AIR20 TBD Devastator Units of the US Navy US torpedo bomber that
suffered horribly because it was obsolete
MAA312 THE ALGERIAN WAR 1954-62 France's attempt to hold onto its
colony in Algeria \$25.30 OB5 The Ardennes Offensive Supported by comprehensive organization
diagrams the forces involved are examined unit by unit, this book the VUS Corps &
XVIII US Airborne Corps
OB4 The Ardennes Offensive Supported by comprehensive organization diagrams the forces involved are examined unit by unit, this book the VI Panzer
diagrams the forces involved are examined unit by unit, this book the VI Panzer Armee
OB8 The Ardennes Offensive Focuses on the V Panzer Armee and its
attempt to break through the central front
OB9 The Ardennes Offensive Focuses on the US VII & VIII Corps and British XXX Corps. Quiet sector goes all-out
Osprey The Boer War 1899 — 1902 Hardcover history book. A small affair that
saw the introduction of machine-guns, rolling artillery barrages, large scale guerilla
warfare \$59.95 ELITE61 THE BRITISH GUARDS DIVISION 1914-45 Follows the British
Guards in action in two World Wars \$28.60
CAMP60 THE EBRO 1938 The last, doomed major Republican offensive of the Spanish Civil War in 1938 \$35.20
MAA315 THE FRENCH ARMY 1939-45 (1) The uniforms, organization &
equipment of the French army during WW2. \$25.30
MAA318 THE FRENCH ARMY 1939-45 (2) Covers the Free French, the Fighting French, & Army of Liberation. \$25.30
MAA322 THE FRENCH INDOCHINA WAR 1946-54 The French were soundly
defeated in North Vietnam. \$25.30
MAA311 THE GERMAN ARMY 1939-45 1 BLITZKRIEG The uniforms & equipment of the German army, etc. \$25.30
MAA316 THE GERMAN ARMY 1939-45 2 North Africa & Balkans The
uniforms & equipment of the German army\$25.30  MAA326 THE GERMAN ARMY 1939-45 3 The Eastern Front The uniforms &
equipment of the German army \$25.30
MAA330 THE GERMAN ARMY 1939-45 4 The Eastern Front From 1943-45,
unit organisation, uniforms, equipment\$24.20 MAA336 THE GERMAN ARMY 1939-45 5 Western Front From 1943-45, unit
organisation, uniforms, equipment\$24.20
MAA309 THE ITALIAN INVASION OF ABYSSINIA 1935-36 Italian invasion of
Ethopia before WW2. \$25.30  MAA340 THE ITALIAN ARMY 1940-45 (I) EUROPE 1940-43 The Italians
contributed 2.5 million troops to the Axis\$25.30
NVA32 The Long Range Desert Group Constantly operating on the flanks
or rear of the enemy between 1940-1943
Theatre from 1942-45. Heaps of photos, etc\$25.30
NVA31 The M47 and M48 Patton Tanks The backbone of US armored units for over a decade, also serving in Israel \$24.20
MAA342 THE US ARMY IN WW2 (1) THE PACIFIC The army's contribution to
the war against Japan, ie, not the MC. \$24.20
NVA5 TIGÉR I HEAVY TANK 1942-45 The development, models, and action of the most feared heavy tank of WW2. \$25.30
MAA327 US MARINE CORPS IN WWW 1917-1916 Guide to triell Organisation,
uniforms & equipment
infantry in Vietnam in 60s and 70s\$25.30
WAR23 US MARINE IN VIETNAM Very detailed examination of US Marines
while serving in Vietnam. \$28.60
determined soldiers of WW2. What made them so?\$28.60
WAR26 US PARATROOPER 1941-45 Some of the toughest and most determined soldiers of WW2. What made them so? \$28.60 Concord U.S. Tank Destroyers in Combat 1941-45 From jeep and haitrack.
mounted duns to M-10s, M-10s, and M-30s. Heaps of photos, many of them seen
Concord Waffen SS (1) 1934-1943 With heaps of photos with text covering the
Waffen SS. Also color plates. \$16.50
O MILIE
Osprey Modelling

Airbrush Painting Techniques An important skill for a modeller to learn, here you can learn airbrushing techniques quickly. \$38.30 Ancient & Medieval Modelling Very practical step by step lessons, covering tools, techniques, materials, examples. Hardcover. \$58.00 Modelling and Painting Figures A masterclass in the art of figure modelling and painting. Techiques are skilled by simple. \$35.00

## **VIDEOS**

## **Historical Videos**

## Panzer Videos A series of 60 minutes videos focusing on various German military tanks of WWII.

CHR006 Panzer VI Tiger & Kingtiger..... CHR007 Panzer V Panther...

CHR008 Panzer IV The workhorse of the German Army...

CHR009 Panzer III Used effectively in the early war years... \$38.25 CHR009 Panzer III Used effectively in the early war years. \$38.25
CHR010 Light Panzer II, II, \$50t) and 38(I). \$38.25
CHR011 Assault Guns StuG III and StuG IV. \$38.25
CHR011 Assault Guns StuG III and StuG IV. \$38.25
CHR013 German Half Track's & Armored Cars. \$38.25
CHR013 Panther Aust A & D. \$38.25
CHR034 Panther Aust A & D. \$38.25
CHR033 Fallschirmjaeger 'Green Devils' 1933-1941 The paratroop arm of the Liftwaffe, concentrating on Crete 1941. \$38.25
CHR037 Fallschirmjaeger 'Green Devils' 1942-1945 Covers primarily the Italian and Normandy theatres, but also shows them engaging Soviet T34s using Panzerschrecks. \$38.25 Luftwaffe Videos

# CHR015 Jager - Day Fighters 1939-42 Me Bf-109. CHR016 Jager - Day Fighters 1942-45 Fw-190. CHR017 Zerstorers- Heavy Fighters & Nightflighters. CHR018 Stuka & Schlachfflieger Stuka. Hs-129. Fw-190. CHR019 Bombers & Bomber Operations 1939-42. CHR020 Bombers & Bomber Operations 1942-45. CHR021 Jef Fighters, Let Bombers & Weapons. CHR021 Zerstorers.

## Babylon 5 Videos

We now stock the full range of currently availabe Babylon 5 Videos, by Warner Home Video. (I own all the videos myself!) The Babylon 5 series focuses on an ancient, evil race that gathers together in the shadows, once it has been accidently reawakened by a curious human survey team. Meanwhile, another equally ancient

race helps to prepare the younger races to prepare for the return of this evil menace. The entire series is packed full of mysteries that will be revealed to you eventually hough you will have to watch some episodes as much as four times to spot all the cleverly hidden clues. I used to be a die-hard Trekie, but once I realised that billiant continuous plot line line linked all the Babylon 5 episodes together, I

detected!
Each tape has either a double episode, or two 45 minute episodes
Season One

B5 Pilot Universe on Brink of Destruction\$20.00
Ambassador Kosh is poisoned as soon as he arrives on Babylon 5, and the race is
on to find the assassin.
B5 Vol 1 Midnight on Firing Run/Soul Hunter\$20.00
A Centauri outpost is attacking without provocation./A Soul Hunter comes to
Babylon 5 - but who is his target?
B5 Vol 2 Born to the Purple/Infection\$20.00
A Centauri slave-dancer tries to seduce Londo Molari./A very dangerous illegal
artifact is smuggled onto Babylon 5.
R5 Vol 3 Parliament of Dreams/Mind War \$20.00
An assassin is sent to kill G'Kar./A rogue telepath flees PsiCorps, but why are his
nowers so great and why does Psi Corp want him so badly?
The Home Guard group infiltrate Babylon 5, intent on killing aliens./ Earth radicals
kidnap Commander Sinclair, and probe his mind to learn why the Minbari surrended.
B5 Vol 5 Deathwalker/Believers \$20.00
B5 Vol 5 Deathwalker/Believers \$20.00 Deathwalker arrives on Babylon 5, claiming to have an immortality serum./A dying
child is not allowed surgery.
B5 Vol 6 Survivors/By Any Means Necessary \$20.00
Radicals plan to assassinate President Santiago when he visits Babylon 5./The
Docking Bay workers go on strike.
R5 Vol 7 Signs & Portents/TKO \$20.00
One of the best episodes. A strange man, Morden, comes to B5 and asks everyone,
"What do you want?" Meanwhile, a Raider strike carrier attacks B5./A kick-boxer
comes to B5.
B5 Vol 8 Grail/Eves\$20.00
A hideous Na'ka'leen Feeder alien is on the loose on B5./An official interrogates
Sinclair and tries to have him sacked.
B5 Vol 9 Legacies/Babylon Squared \$20.00
The body of dead Minbari leader, brought to B5, disappears. The Minbari threaten
another war./Babylon 4, which disappeared 4 years ago, suddenly re-appears.
B5 Special Episode: A Voice in the Wilderness \$20.00
The dead planet below B5, Epsilon 3, suddenly comes to life, revealing aeons old
technology and a merciless automated defense system.
B5 Vol 10 Quality of Mercy/Chrysalis\$20.00
An escaped killer takes a dying doctor hostage./Delenn turns into a chrysalis, a plot
is made to assassinate President Santiago, and unknown forces attack a Narn
military outpost.
rima, sapan

#### Season Two

Season Two
B5 Vol 11 Points of Departure/Revelations
comes to B5.
B5 Vol 15 Coming of the Shadows/Gropos \$20.00 Centauri emperor comes to B5, hoping to make peace with the Nams, but Londo and Refa make plans to attack a Nam base./Hundreds of Marines arrive prior to
going on a mission.  85 Vol 16 All Alone in the Night/Acts of Sacrifc\$20.00  General Hague asks Sheridan to help spy on the new president./The Narn are losing the war against the Centauri.
B5 Vol 17 Hunter, Prey/ Now For A Word \$20.00 Evidence is found that Sandiago was assassinated./Nam and Centauri ships fight
B5 Vol 18 There All the Honor Lies/Knives \$20.00 Sheridan is tricked into killing a Minbari/Londo is forced to duel his old friend.  \$5 Vol 19 Shadow of Z'ha'dum/Confessions \$20.00 Sheridan arrests Morden and questions him as to why his wife died on the ship that
went to Zha'dum/A plague infests B5.  \$5 Vol 20 Long, Twilight Struggle/Divided Loyl\$20.00 One of the best episodes. Nams attack a Centauri outpost with their entire fleet, but a surprise is waiting for them /A psicorps planted traitor is in the B5 command staff. B5 Vol 21 Comes the Inquisitor/Fall of Night\$20.00 A Vorion inquisitor interrogates Delenn & Sheridan/A Centauri Battlecruiser attacks Babylon 5. Great episode.
Season Three

#### Season Three

ds unexpected ug that is on the
\$20.00 /President Clark
of B5./Severed award, defeating on 5 declares its of Babylon 5 by
\$20.00 connection does
ws run a ship of it.
rift opens, and Learn of the last
\$20.00 eridan asks Lyta
\$20.00 have Lord Refa
\$20.00 an goes alone to

#### Season Four

B5 Vol 33 Hour of the Wolf/Whatever Happened	\$20.00
Londo learns that Emperor Cartagia is insane, and plans to offer the	Shadows
refuge on Centauri Prime. Sheridan meets Lorien./G'Kar goes looking for	Garibaldi.
B5 Vol 34 The Summoning/Apotheosis	\$20.00
Sheridan and Lorien return to Babylon 5, as does Garibaldi. The Vorlons	go on the
rampage, destroying whole worlds./Sheridan makes plans to stop the Vo	rions and
the Shadows, while Londo plans to assassinate Cartagia.	
B5 Tape 35 The Long Night/Into the Fire	\$20.00
Vorlon killer fleets close on Centauri Prime and Coriannis Six. Sherida	an sends
Lorien and Ivanova to find more First Ones. Sheridan leads the entire Allia	ance flee
to oppose the Vorlons and Shadows at Coriannis Six. Molari makes plans	· ·

# Babylon 5 and Star Trek Videos - 11

B5 Tape 36 Ephiphanies/The Illusion of Truth	STNG V17 Unnatural/Matter of Honor	DS9 V5.02 Looking for Par'mach/Nor the Battle
Season Five  B5 Tape 44 No Compromises/Londo's Long Night The new Captain Elizabeth Lochley takes over Babylon 5 while an assassin prepares to kill President Sherdina. Londo has a heart attack and must face his crimes before he can recover.  \$20.00 Sherdian tries to forge the younger races into an alliance. The White Star fleet go into action against unknown enemies. Then a new allen race attacks Babylog 50 S1 Tape 49 Paragon of Animals/Gallery View.  \$20.00 A by Tape 40 Learning GurvelStrange Relations and Captain and Captain C		DS9 V7.07 Field of FrierChimera   \$19.00   DS9 V7.08 Pited Ama@Badala-Bing   \$19.00   DS9 V7.09 Penumbra/Til Death Do us Part   \$19.00   DS9 V7.09 Penumbra/Til Death Do us Part   \$19.00   DS9 V7.10 Strange Bedfellows/Changing Face o'Evil   \$19.00   DS9 V7.11 When it Rains/Tacking into the Wind   \$19.00   DS9 V7.12 Extreme Measures/The Dogs of War   \$19.00   DS9 V7.13 What You Leave Behind   \$19.00   DS9 V7.13 What You Leave Behind   \$19.00   The conclusion to Deep Space 9. The war with the Dominion draws towards its east to combined Federation, Kilingon and Romulan fleets invade Cardassian space to meet the remaining Dominion armada of Jem Hadar, Freen & Cardassian space to meet the remaining Dominion armada of Jem Hadar, Freen & Cardassian space to meet the remaining Dominion armada of Jem Hadar, Freen & Cardassian ships.    Star Trek Voyager TV Series
10,000 years. Now someone has stolen them and fied to Babylon 5. Martin Sheen plays the Soul Hunter coming to retrieve them, but as a billion enraged souls erupt on to Babylon 5, all hell breaks loose. Dazzling special effects. B5 A Call to Arms Telemovie. B210. The fourth and final B5 telemove. Earth and Minbar join forces to build two battleships under Sheridans direction. But he receives a message in his dreams to search for three beings, so the assembles a new team, steals the two battleships, and then rushes to lead Earth's defense against the imminent Drakh attack.  Babylon 5 Crusade	STNG V75 Rightful Heir/Second Chances	STV V2.10 The Thaw/Tuvix
Star Trek Next Generation TV Series (Please allow 1 to 3 weeks for delivery) STNG V1 Encounter at Farpoint\$19.00	DS9 V13 Cardassians/Melora         \$19.00           DS9 V14 Rules Acq/Necc Evil.         \$19.00           DS9 V15 Second Sight/Sanctuary         \$19.00           DS9 V16 Sivisis/Alternate         \$19.00           DS9 V16 Twisis/Alternate         \$19.00           DS9 V17 Armageddon Garner/Whispers         \$19.00           DS9 V19 Playing God/Profit & Loss         \$19.00           DS9 V29 Blood Oath/Maquis Part 1         \$19.00           DS9 V22 Blood Oath/Maquis Part 1         \$19.00           DS9 V22 Thoural Trae Jern Hadar         \$19.00           DS9 V23 Tribunal Trae Jern Hadar         \$19.00           DS9 V32 Thoural Trae Jern Hadar         \$19.00           DS9 V30 Second Skira/Davandroed         \$19.00           DS9 V30 Second Skira/Davandroed         \$19.00           DS9 V30 Second Skira/Davandroed         \$19.00           DS9 V30 Feet Transpart Control of Pt 2         \$19.00           DS9 V30 Poster Transpart Control of Pt 2         \$19.00           DS9 V30 Poster Transpart Control of Pt 2         \$19.00           DS9 V30 Second Skira/Davandroed         \$19.00           DS9 V30 Sestiny/Propeth Molive         \$19.00           DS9 V30 Sestiny/Propeth Molive         \$19.00           DS9 V30 Sestiny/Propeth Molive         \$19.00	STV V4.12 Onell-tope and Feer.   \$19.00

## **K&M MODEL TREES**



Deciduous Tree Size 1

\$1.50 each unbased or \$127.00 for a box of 100 (There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1

- Green

Height - 3cm without base

\$1.50 each unbased or \$127.00 for a box of 100 (There are no suitable bases, Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size 1A - Green - Green - Autumn - Autumn

- Height 5cm without base Height 6cm with base Height 5cm without base Height 6cm with base

\$2.50 each unbased or \$54.00 for a box of 25 \$3.25 each based or \$73.00 for a box of 25 (Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1A

Height - 5.5cm without base Height - 6.5cm with base

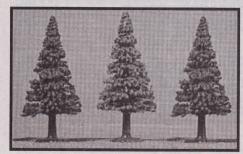
\$2.50 each unbased or \$54.00 for a box of 25 \$3.25 each based (Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size T70- Green

- Autumn
- Height 7cm without base Height 9cm with base Height 7cm without base Height 9cm with base

\$3.95 each unbased or \$87.00 for a box of 25 \$4.70 each based or \$104.95 for a box of 25 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Fir Tree Size 2A

- \$4.95 each unbased or \$87.00 for a box of 20 \$5.70 each based or \$99.95 for a box of 20 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)
- Height 10cm without base Height 12cm with base



Deciduous Tree Size 3

- Green Green Autumn Autumn
- Height 13cm without base Height 15cm with base Height 13cm without base Height 15cm with base

\$6.75 each unbased or \$117.00 for a box of 20 \$7.50 each based or \$135.00 for a box of 20 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



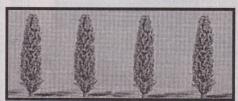
Height - 3.5cm without base

\$1.50 each unbased or \$127.00 for a box of 100 (There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)

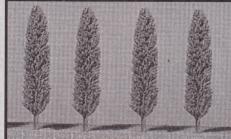


- - Height 5.5cm without base Height 6.5cm with base

\$2.50 each unbased or \$54.00 for a box of 25 \$3.25 each based (Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



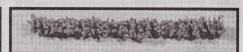
- - Height 6.5cm without base Height 7.5cm with base
- \$2.95 each unbased or \$65.00 for a box of 25 \$3.70 each based or \$83.00 for a box of 25 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Poplar Tree Size 3

- - Height- 12.5cm without base Height- 14.5cm with base

- \$6.75 each unbased or \$117.00 for a box of 20 \$7.50 each based or \$135.00 for a box of 20 \$135.00 for a box of 20 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



Small Green Hedge

Size - 15.5cm long by 1.6cm high

\$3.95 each or \$70.00 for a box of 20 (Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge

Size - 18cm long by 2cm high

\$5.50 each or \$96.00 for a box of 20 (Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)



K & M FLOCK

rai executerat range	of fine flock to put of the bases of your fillinatures.	
K&MSCATTER1	Grass Green Flock	\$5.50
K&MSCATTER2	Grass Medium Green Flock	\$5.50
K&MSCATTER3	Light Olive Green Flock	\$5.50
	(This color is the closest to Citadel Flock)	
K&MSCATTER4	Dark Olive Green Flock	\$5.50
K&MSCATTER7	Dark Green Flock	\$5.50
K&MSCATTER9	Dark Brown Flock	\$5.50
K&MSCATTER10	Mushroom Brown Flock	\$5.50
K&MSCATTER14	Golden Sand Flock	\$5.50



K&M Trees, hedges, and Geo-hex hill

## Scenery for Miniatures - 13

# Scenery for Miniatures

## **Color Code**

## New Item Now Available and in Stock

#### **New Item Not Yet Released**

ARM100 Brick Ruins Set.

## **Armorcast's Terraform**

Armorcast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent rage of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out they are fantastic!

#### **Armorcast 28mm Scale Vehicles**

ARM6011 Scorpion Tank with Gauss Cannon	\$71.95
7.5cm wide by 15cm long, this is a tracked tank in 40K scale.	
ARM6012 Hornet Self-Propelled Missile Launcher	\$71.95
7.5cm wide by 15cm long, this is a tracked tank in 40K scale.	
ARM6013 Wasp Self-Propelled Howitzer	\$71.95
7.5cm wide by 15cm long, this is a tracked tank in 40K scale.	

#### **Ruined Buildings**

Contains 11 pieces of ruined brick corners in the one boxed set.  ARM101 Ruined Buildings Set\$115.15
Contains two complete rulned buildings. Contains around 8 of the below sets.
ARM110 Ruined Building Corner with Single Door
Stands 62mm high, with single door & double door, 3 windows, 40mm > 115mm
ARM112 Low Ruined Building Corners (2)
ARM113 Low Ruined Building Corners with shell holes(2)\$17.25 Similar to above, but pitted and scored with shell holes.

other.
ARM113 Low Ruined Building Corners with shell holes(2)\$17.25 Similar to above, but pitted and scored with shell holes.
ARM115 Two Stories Ruined Building Corner, Roller Door\$15.30
Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55mm
ARM116 Two Stories Ruined Building Long Corner\$15.30
Stands 88mm high, with single door, 8 windows, 47mm x 102mm
ARM117 Two Story Corner with Floor \$20.65
Two story high corner of a building with windows at ground and first floo
level, with a floor for the first floor. 9cm high, 11cm wide.
ARM118 Three Story Corner with Two Floors\$34.50
Three story high corner of a building with windows at ground, first floor level

# 

#### **Ruined Cathedral**

Contains the complete Ruined Cathedral, 17.5cm wide,	
Fantastic!	
ARM123 Ruined Cathedral Straight Wall	\$25.85
ARM124 Ruined Cathedral Corner	\$25.85
A stunning ruined cathedral corner section, about 9cm high.	-0.77
ARM125 Ruined Cathedral Ends	\$15.85
ARM126 Cathedral Rubble I	\$15.85
ARM127 Cathedral Rubble II	\$12.45
ARM128 Ruined Cathedral Front Wall with Door	\$26.85
ARM129 Ruined Cathedral End Wall with Windows	\$26.85
Cathedral (Undamaged)	

## 

\$215.95

	the complete Cathedral, 17.5cm wide, 27cm long,	
	the roof which can be lifted off, stained glass wind	ows. Looks
fantastic.		
ARM880	Cathedral Straight Wall Section	\$35.55
<b>ARM881</b>	Cathedral Corner	\$35.55
ARM882	Cathedral Front Wall, Door, Rose Windows	\$66.25
<b>ARM883</b>	Cathedral End Wall with Stained Glass Window	\$66.25
ARM887	Ruined Gothic Walls (4) About 3cm high	\$19.15
	High-Tech Walls	

ARM130 High Tech Walls Set 1 (2).

Two walls about 6cm tall, one 15cm wide and one 10cm wide.	045.00
ARM132 High Tech Walls Set 2 (2)	\$15.30
Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.	645.00
ARM133 High Tech Walls Set 3 (2)	\$15.30
Two walls about 6cm tall, 15cm & 10cm wide, covered with levers.	pipes, bolts
ARM134 High Tech Walls Set 4 (2)	\$15.30
Two walls about 6cm tall, each 12.5cm wide, covered with levers.	pipes, bolts
ARM135 4" long 1" tall High Tech Walls (3)	\$10.50
ARM136 6" long 1" tall High Tech Walls (3)	\$12.95
Three 6" long, 1" tall high tech walls.	12.90
ARM137 6" long 1" tall PipeWalls (3)	\$17.75
ARM138 PipeWalls Accessories (3) End Piece, Junctions	\$13.40
Stone Walls	

#### Stone Walls ARM140 10cm x 2cm Small-Rock Walls (3)

Walls 2cm tall, 10cm long, made of small rocks.	\$10.50
ARM142 10cm x 2.5cm Quarry-Stone Walls (3)	\$10.50
Walls 2.5cm tall, 10cm long, made of quarry stones.	
ARM146 10cm Straight Sandbag Walls (3)	\$10.50
Walls 2.5cm tall, 10cm long, straight, made of sandbags.	
ARM148 10cm Curved Sandbag Walls (3)	\$10.50
Walls 2.5cm tall, 10cm long, curved, made of sandbags.	
ARM160 15cm x 2cm Small-Rock Walls (3)	\$12.00
Walls 2cm tall, 15cm long, made of small rocks.	
ARM162 15cm x 2.5cm Quarry-Stone Walls (3)	\$12.00
	φ12.00
Walls 2.5cm tall, 15cm long, made of quarry stones.	*****
ARM190 23cm x 2cm Small-Rock Walls (2)	\$12.00
Walls 2cm tall, 23cm long, made of small rocks.	
ARM192 23cm x 2.5cm Quarry-Stone Walls (2)	\$12.00
Walls 2.5cm tall, 23cm long, made of guarry stones.	
and an electrical and an electrical	

## **Science Fiction Terrain**

ARM210 Piles of Rubble	\$10.50
A 25mm high pile of bricks, and 25mm high pile of scrap.	
ARM212 Medium Rubble Piles # 1 (2)	\$23.90
Brick & timber rubble piles, 5.5" x 2.5" x 1.25" and 3" x 3" x 1".	DEPOSITO .
ARM218 Large Pile of Junk	\$14.90
7.5cm tall pile of vehicle parts and other junk.	SATERT
ARM220 Tri-Tank Fuel Cells	\$9.10
Three round chemical storage tanks connected together, about 30r	
ARM222 Cryo Generator & Small Power Unit	\$10.50
37mm high Cryo Generator and 25mm high Small Power Unit.	
ARM224 Cyro Tank, Fuel Processor, Oil Storage Tank	\$10.50
37mm high Cyro Tank, 30mm tall Fuel Proessor, 25mm tall Oil Stora	
ARM230 Large Tri-Tank Fuel Cells	\$15.30
Three large round chemical storage tanks connected together, abo high.	ut 50mm
ARM232 Large Cryo Generator	\$12.95
One large Cryo Generator, about 60mm high.	
ARM234 Large Fuel Processor (1)	\$10.50
One large Fuel Processor, about 40mm high.	
ARM236 Large Cryo Tanks (2)	\$12.95
Two large spherical Cryo Tanks, about 60mm high.	
ARM240 Power Grid (2)	\$11.95
Two pieces of a Power Grid, one abot 20mm high, the other 45mm	high.
Cantalnava	

#### Containers

Outtainers	
ARM310 Small Wooden Crates (9 crates)	\$10.50
ARM312 Medium Wooden Crates (6 crates)	\$10.50
ARM314 Medium Vertical Wooden Crates (4 crates)	\$10.50
ARM316 Medium Vertical Metal Crates (4 crates)	\$10.50
ARM320 Large Wooden Crates (4 crates)	\$12.95
ARM322 Large Metal Crates (4 crates)	\$12.95
ARM324 Large Vertical Wooden Crates (3 crates)	\$12.95
ARM326 Large Vertical Metal Crates (3 crates)	\$12.95
ARM340 Small Stack of Crates Set 1 (2 stacks)	\$11.50
ARM342 Small Stack of Crates Set 2 (2 stacks)	\$11.50
ARM343 Big Crate Stack 1, multi-level (1 stack)	\$17.25
ARM344 Big Crate Stack 2, multi-level (1 stack)	\$17.25
ARM345 Big Crate Stack 3, multi-level (1 stack)	\$17.25
ARM346 Big Crate Stack 4, , multi-level (1 stack)	\$17.25
ARM380 Barrels & Drums (7)	\$12.95
ARM382 Wooden Barrels (7)	\$12.95
ARM510 Mechanic's Tool Boxes (8)	\$11.50
Eight tool boxes, ierry cans, storage boxes, etc.	
ARM520 Double Check Valve	\$17.75
ARM521 Propane Tank	\$19.15
A long circular gas tank, 10cm x 3cm x 4cm.	
ARM530 Transformers	\$15.85
ARM550 Control Room Panels (3 pieces)	\$17.25
Three computer consoles, about 5cm high.	
ARM551 Air Duct Vent (very large)	\$13.40
Transfer Am Bust tone (very targe)	

#### **Rocks & Giant Crystals**

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2) Two outcroppings of huge crystals, about 4cm tall.	.\$11.50
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2)	\$11.50
Two more outcroppings of huge crystals, about 4cm tall.  ARM430 Outcroppings of Giant Fluorite Crystals (2)	.\$11.50
Two outcroppings of giant fluorite crystals, about 2cm high, and widths.	differer
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2)	.\$11.50 differen
ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2)	.\$11.50 differer
ARM442 Large & Small Sandstone	.\$11.50 ut 2.5cr

## Rivers

ARM490 River Set (8 pieces)	\$74.85
A river 120cm long, 9cm wide, with rocky, grassy, sandy banks.	
ARM491 River Straight Pieces (2 pieces)	\$22.55
15cm and a 20cm long pieces of river, same as above.	
ARM492 River Curved Pieces (2 pieces)	\$20.65
12.5cm and a 17.5cm long pieces of river, same as above.	
ARM493 River Spring & Y Intersection	\$24.90
ARM496 River 4" Straight Section plus Curved Piece	\$35.55
ARM497 River Transition Pieces (2) 3" becomes 4"	\$26.90
Alien Plants	

	\$100.00
Contains seven alien plants, being one each of the below.	
ARM611 Alien Small Pod Plant Cluster	\$10.50
A large patch of ground with 4cm tall rock and several large alien p	
	640 50
ARM612 Small Alien Plant Pod Cluster	.\$10.50
ARM614 Alien Medium Sized Pod Plant	\$16.80
One huge alien leafy pod plant, around 6cm high.	
ARM615 Large Pod Plant	\$28.80
ARM624 Alien Medium Sized Mantrap Plants	.\$27.85
	421.05
Two huge mantrap plants, one open, one closed, about 6cm tall.	Marie Co
ARM625 Large Alien Mantrap Plant	\$26.90
ARM630 Alien Tree Stumps (4) From 5 — 8cm high	\$22.55
ARM631 Alien Tree Stumps 2 (4) From 5 — 10cm high	\$20.65
ARM670 Alien Spike Cactus	.\$15.30
	415.50
Large spiky alien cactus plant, around 7cm tall.	
T 0: 0 D 1 T	
Tree Stumps & Dead Trees	

ARM680 Dead Trees Assortment # 1 (2)	\$22.55
Two dead, shattered trees. One is 6" tall, the other 4.5" tall.	
ARM681 Dead Trees Assortment # 2 (2)	\$22.55
Two dead, shattered trees. Both are 5.25" tall.	
ARM690 Small/Medium Tree Stumps (5)	\$12.00
5 small and medium sized tree stumps, one hollow.	
ARM691 Giant Hollow Tree Stump (1)	\$12.00
A huge hollow tree stump - you can fit several 30mm figures insid	le.
Fortifications	

ARM460 Crater Set (3 pieces)	\$17.25
ARM710 Trench Starter Set	\$67.15
Has two weapons pits, two corners and a straight.	
ARM711 Tench Weapons Pit	\$23.55
The trenches are 20mm deep inside, and 25mm wide inside.	
ARM712 Straight & Corner Trenches (3)	\$34.50
Two corner trenches pieces and one straight trench piece.	
ARM713 T-Intersection Trenches (2)	\$20.65
Two T-Intersection Trench pieces.	
ARM714 Two Straight Trenches	\$26.90
ARM715 45° Trenches (2)	\$21.10

ARM718 Small Weapons Pits	\$24.00
ARM720 Sandbag Bunker	\$71.95
A huge two story sandbag bunker.	
ARM721 Sandbag Emplacement	\$25.85
Large Sandbag emplacement.	
ARM722 Large Concrete Bunker	\$86.40
ARM723 Iron-clad Bunker	\$60.45
Large iron-clad bunker with removeable roof. Roof holds 6 troops featuring qunslits, holds 12 troops. 5" x 4" x 2.75".	s, interior,
ARM729 Gothic Dragon's Teeth Anti-tank Obstacles (4)	\$34.95

#### Bridges, Statues, Obelisks, Tombs

ARM809 Wooden Bridge	\$52.7
A large wooden bridge with railing, 21cm x 12.5cm wide.	
ARM810 Stone Bridge with Gargoyle Pillars	\$81.5
A huge stone bridge with gargoyles on the four pillars.	
	674 0
ARM815 Tech Bridge	\$74.90
ARM820 Bridge of Skulls	\$96.00
ARM850 Egyptian Stone Obelisk 6" Tall	\$32.6
ARM851 Falcon (ie, Sci-Fi) Obelisk 5.5" Tall	\$42.2
ARM852 Alien Pyramid Tomb 5" x 5" x 3" Tall	\$60.4
ARM860 Tall Skull Obelisk	\$20.6
	\$21.10
ARM861 Bone Obelisk	
ARM870 Bone Walls I	\$19.20
ARM871 Bone Walls II	\$19.20
ARM875 Skull Piles (2)	\$21.10
ARM876 Small Skull Piles (3)	\$19.00
ARM890 Graveyard Mausoleums (2)	\$25.8
Two stone mausoleums, one large, one medium sized. Bot	
	II Have doors
rooves.	
ARM891 Graveyard Headstones 8 pieces	\$17.2
ARM892 Damaged Graveyard Headstones 8 pieces	\$17.2

#### Feudal Japan

	Clan War Samurai Walls with Gate	\$115.15
Has an a obelisk.	rched gate with separate doors, 2 x 10cm walls,	6 x 15cm walls
ARM970	Japanese Footbridge	\$46.00
	Japanese Standing Arch (very tall)	\$35.55
	Japanese Stone Lanterns (3)	\$16.30
	Short Bamboo Walls (3) 15cm x 2.5cm	\$17.25
	Tall Bamboo Walls (3) 15cm x 5cm	\$25.85

#### **Medieval Cottages**

ARM1210 Medieval Cottage 7.5cm wide x 7.5cm long	\$26.85
Removable roof with interior detail.  ARM1211 Medieval Cottage 7.5cm wide x 11.5cm long	\$34.50
Removable roof with interior detail.  ARM1212 Medieval Cottage 7.5cm wide x 15cm long	\$39.35
Removable roof with interior detail.	\$28.75
ARM1215 Stone Cottage 7.5cm wide x 7.5cm long Removable roof with interior detail.	
ARM1216 Stone Cottage 7.5cm wide x 11.5cm long	\$36.50

#### 1/285th Scale Fortifications

and the second s
ARM1911 Infantry Emplacements 1/285 <sup>th</sup> Scale (4)\$20.65
Each is 6.26cm wide, hexagonal in shape, sandbagged with rear entry.
ARM1912 Vehicle Emplacements 1/285th Scale (5)\$20.65
Two small, two medium, one large, sandbagged with open rears for vehicle

## Dwarven Forge

Dwarven Forge Master Maze	
THE THE RESIDENT THE PAPER THE RESIDENCE TO THE RESIDENCE OF THE RESIDENCE OF THE PAPER OF THE P	
ROOM & PASSAGE SET Beautiful 3D dungeon sets, for 25mm scale or smaller figures. Each piece is intricately sculpted, cast in durable resin, and hand 'painted, with felt stuck beneath each piece. The pieces can be arranged into rooms and passages of infinite shapes and sizes. Has 9 passage pieces, 25 room pieces, 3 swinging doors, and 55 bow tie connectors	
ROOM SET To be used with Room & Passage Set. Has 29 Room pieces, 2 swinging doors, and 50 bow tie connectors. \$124.75 DELUXE ROOM SET 6 wall pieces with torch holders, 6 unlit torches, 6 corner wall pieces, 11 floor pieces, 2 swinging doors, secret door-	
wall, 50 bow tie connectors. \$143.95 25 DIAGONAL WALLS SET To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors. \$124.75	
Curved Walls & Passages Set With 4 Curved Passages 8 Curved Corners	
and 30 Bow Tie Connectors   \$105.55	
STRAIGNT CAVERN WALL PIECE         \$24.00           DEAD END CAVERN PIECE         \$24.00           SMALL FLAT CAVERN ROCKS SET         \$20.00	
DEAD END CAVERN PIECE         \$24.00           SMAL FLAT CAVERN ROCKS SET         \$20.00           MEDIUM FLAT CAVERN ROCKS SET         \$20.00           CAVERN FLOOR PIECE         \$20.00           SHORT PASSAGES SET Has 14 short straight passage pieces, 1 dead end	
short passage, 30 bow tie connectors. \$124.75 MERMAID FOUNTAIN A mermaid fountain. \$24.95 NARROW PASSAGE WAY SET 8 narrow straight passage pieces, 4 narrow right angle passage pieces, 4 narrow T shaped passage pieces, 2 narrow 4	
way passage pieces 2 parrow to wide passages pieces 2 parrow swinging	
doors, 50 bow tie connectors.         \$154.00           NARROW SWINGING DOORS (2)         \$24.00           NARROW RIGHT ANGLE PASSAGE P 2         \$20.00           NARROW T-SHAPED PASSAGE PCS 2         \$20.00	
NARROW 4-WAY PASSAGE PCS 2 \$20.00 NARROW PASSAGE CONVERSION ST 2 \$24.00 STRAIGHT & NARROW PASSAGE PC 4 \$30.00 OCTAGONAL ROOM SET To be used with the above, includes 29 Room	
pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors.  \$124.75 OGRE'S DEN Has one finely detailed all-purpose monster's lair — very cutel Also a swinging door, raisable portcullis, treasure.  \$124.75	
Also a swinging door, raisable portcullis, treasure. \$124.75 RAISABLE PORTCULLIS A small stone archway with a small raisable portcullis - very cutel. \$20.65 RED PILLARS A set of 8 red pillars, each 40mm high. \$31.15	
SET OF 5 BARRELS \$20.55	
SET OF TWO BED.         \$20.65           SET OF TWO BED.         \$20.65           SET OF SIX WOODEN BENCHES (ie seats)         \$20.65           SET OF SIX WOODEN CHAIRS         \$20.65           SET OF SIX FREE STANDING TORCH STANDS         \$20.65	
SET OF URNS & POTS	
SPIRAL STAIR         \$20.65           STALAGMITES SETT (6)         \$24.00           TABLE SET (2)         \$20.65	
SWINGING DOOR Swinging wooden door\$17.25 SWIVELING SECRET DOOR\$20.65 WICKED ADDITIONS SET Has 2 Curved Passage Pieces 4 Curved Corner	
Room Pieces, 2 Large Rectangular Floor Tiles, 2 sets of Upper and Lower Stairs, 4 Red Pillars, 1 Long Straight Passageway, 1 Demon Archway, 1 Raisable Portcullis, etc. \$163.15	
Raisable Portcullis, etc. \$163.15 WICKED ADDITIONS SET II 1 Mermaid Fountain, 2 spiral stairs, 4 pedestals, dead-end short passage, secret door, 2 x stairs down, 4 long wall pieces, 2 large square floor pieces, 40 connectors. \$163.15	

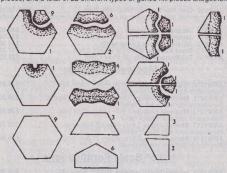
## 14 - Scenery For Miniatures

Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revoluationary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.



GH100 The GameScape (no hexes) Green Set\$192.00	1
GH200 The GameScape (no hexes) Desert Set\$192.00	)
GH300 The BattleScape (hexes) Green Set\$235.00	1
GH400 The BattleScape (hexes) Desert Set\$235.00	1
A really good set that includes 58 pieces, including 9 full hexagor	
pieces, and a total of 22 different types of gentle hill pieces altogether	1



The pieces you get in GH100

GH110 Hill Set GameScape (no hexes	
GH210 Hill Set GameScape (no hexes Adds 25 flocked hexagonal and part-hex smooth-sloped contours, identical to tho	agonal landscape shapes with

GH120 Rough Hill Set GameScape (no hexes) Green ......\$100.80 GH220 Rough Hill Set GameScape (no hexes) Desert ......\$100.80 Adds 25 flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your Worldpac sets. I bought one of these too.

GH140 Rough Terrain Set GameScape (no hexes) Green \$177.60 GH240 Rough Terrain Set GameScape (no hexes) Desert\$177.60 Adds 46 pieces being hill sheer edge pieces and hill transitional nignes.

GH170 Mountainscape Set GameScape (no hexes) Green\$124.75 GH270 Mountainscape Set GameScape (no hexes) Desert\$124.75 Each shape has a rugged, hand crafted face that is three times the height of other Geo-Hex pieces. Can make up complete mountains or mountains to put at the edge or corner of the table. 23 pieces.

GH180 Mountainscape Expander Set GameScape Green..\$81.55 GH280 Mountainscape Expander Set GameScape Desert.\$81.55 As above, but adds three new shapes, two transition shapes, and a full hexagon piece. 13 pieces.

GH1301 Expander Set GameScape Green 1" Roads\$177.60
GH1302 Expander Set GameScape Green 2" Roads\$177.60
GH2301 Expander Set GameScape Desert 1" Roads\$177.60
GH2302 Expander Set GameScape Desert 2" Roads\$177.60
Adds roads to the set. With 35 pieces that cover over 23 square feet,
23 pieces being reversible hexes with plain green on the back and
roads on the face. The contour shapes have roads up the face

GH1501 Sunken Road Set GameScape Green 1" Roads .\$177.60 GH1502 Sunken Road Set GameScape Green 2" Roads .\$177.60 GH2501 Sunken Road Set GameScape Desert 1" Roads .\$177.60 GH2502 Sunken Road Set GameScape Desert 2" Roads .\$177.60 GH2502 Sunken Road Set GameScape Desert 2" Roads .\$177.60 Create sunken roadways, hillside defiles, roadcuts, canals, etc. Allows sunken crossroads and intersections and provides transition pieces and ramps to allow your road to pop out of the side of a hill or rise up to level. 44 pieces including 3 sheets of road cloth.

GH1601 Master Terrain Set GameScape Green 1" Roads \$537.60 GH1602 Master Terrain Set GameScape Green 2" Roads \$537.60 GH2601 Master Terrain Set GameScape Desert 1" Roads\$537.60 GH2602 Master Terrain Set GameScape Desert 2" Roads\$537.60 Over 64 square feet of tabletop lanscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornorlocks.

PSL12 S	Sloped Pack (2 gentle hill corners, 2 longs)\$12.50
PTN12 T	ransition Pack (4 sheer hill transition pieces)\$16.30
GEOHEX	TERRAIN CLOTHS
GSMAT-G	Green flocked 120x180cm terrain cloth\$57.55

I bought one of these, ironed out the creases as per the instructions, and the mat is absolutately stunning - and the flock does not come off. GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth. \$72.00 GSMAT-D Desert flocked 120x180cm terrain cloth\$57.55
GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth\$72.00
GSMAT-S Blue seascape 120x180cm terrain cloth\$52.80
GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth. \$62.40
GSMAT-O Colorful Starscape 120x180cm terrain cloth\$52.80
GSMAT-OX Colorful Starscape, hexgrid 120x180cm cloth\$62.40 GSMAT-IC Silent Death Next Millennium Starmap (hexes)\$57.60
Gowar-10 Sherit Death Next Willermum Starmap (nexes)\$57.00

#### GEOHEX FLOCK AND PAINT

GHF49	Geo-Hex Green Floci		
GHF50	Geo-Hex Desert Floo	k (1 pint)	\$7.70
cloth. Wh	e flock that they use on ich means you can floci our miniatures' bases w pelow paint.	their green or des	ert hills and terrain with the same flock,

GEOHHUES4141 Geo-Hex Green Paint 4 oz	\$9.60
GEOHHUES4142 Geo-Hex Desert Paint 4 oz	\$9.60
The same color that Geo-Hex undercoat their scenery with	
paint with about 50% PVA glue and then paint onto your figur	es' bases
immediately prior to flocking them with the above flock	

## Miniature World Maker

This is a new locally produced range of rubber scenery. The scenery comes flocked and completely painted. All you have to do is open the bag and use it Please note, however, that the rubber is quite thin and not as durable as the Adventurous Spirit Range.

Please allow up to 3 weeks for delivery, as these items are made to order.

Scenery Suitable for 15mm & 20mm Figu	res
MWMRDT1 Dirt Road Pack 6 Straight sections, 49cm ea, 3 Curved sections, 56cm Junctions, Y-Junction, Crossroads. MWMRCB1 Cobblestone Road Pack	.\$58.30
6 straight sections, (each 30cm, 2 curved sections (each 30c junction, 1 T-junction, 1 crossroads, and one large cob square. Road is approx. 50mm (2") wide.	m), 1 Y- blestone
MWMBR1 Bitumen Straight Road Pack	.\$42.40
7 straight sections, (each around 33cm by 7cm) MWMBR2 Bitumen Curved Road Pack	\$23.85
3 curved sections, (two being around 32cm by 7cm)	.\$23.00
MWMRIV1 River Pack	.\$58.30
4 Straight sections, 51cm ea, 2 Curved sections, 30cm ea, 2 S 2 Y-Junctions, 2 Fords.	-Bends,
MWMRIV1a DBA River Pack	.\$23.85
Contains 5 river pieces, including ford & curved section.  MWMRIV2 River Straight Sections	\$19.00
3 Straight sections, 51cm ea.	.\$15.00
MWMRIV5 River Bend with Rocky Banks	.\$12.70
Bend in a river which passes through a rocky gorge.	600 75
MWMRIV12 Large L-Shaped Pond	.\$23.75
ozom by from fledged by frees and focks.	
MWMC1 Medieval Village Scene	.\$31.80
Large stone house, small house with walled surround, pig-sty fence, bee hives, etc. 29cm x 29cm	, wicker
MWMC1a Small Medieval Village Scene	\$26.50
Smaller version of C1. 24cm x 18cm	.420.00
MWMC2 Celtic Village Scene	.\$36.00
Celtic village on a hill, within a wooden stockade. 29cm x	sem. \$23.80
Cottage plus walled fields with vegetables and vines. 29cm x	
MWMC4 Vine Covered Field	\$14.30

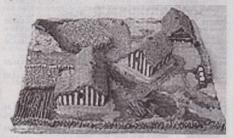
MWMC1a Small Medieval Village Scene\$26.50	
Smaller version of C1. 24cm x 18cm  MWMC2 Cetito Village Scene	
Coltic village on a bill within a weeden steeleds 20cm v 20cm	
MW/MC3 Large Field of Vegetables & Vines \$23.90	
MWMC4 Vine Covered Field \$44.20	
Field covered in neat rows of vines 22cm v 10cm	
MWMC7 Flat Grassy Field \$13.25	
Stone walls along three sides rocks on the fourth 25cm v 18cm	
MCMC8 Walled Field \$17.05	
Has cornfield & ploughed section. Walls on three sides, hedge on the	
MWMC4 Vine Covered Field \$14.30 Field covered in neat rows of vines. 22cm x 19cm. \$14.30 Field covered in neat rows of vines. 22cm x 19cm. \$13.25 Stone walls along three sides, rocks on the fourth. 25cm x 18cm. MCMC8 Walled Field \$11.05 Has cornfield & ploughed section. Walls on three sides, hedge on the fourth, 24cm x 21cm.	
MWMC9 Rectangular strip of Fields \$31.80 Comfield, ploughed field, vegetable fields, vineyard, small orchad, all on one 52cm x 24cm base. Fields can be cut apart if desired, MWMC10 Graveyard. \$10.60 Walls on two sides, hedges on the other two.15cm x 11cm. MWMC11 Plantation \$26.50	
Cornfield, ploughed field, vegetable fields, vineyard, small orchad, all	
on one 52cm x 24cm base. Fields can be cut apart if desired.	
MWMC10 Graveyard\$10.60	
Walls on two sides, hedges on the other two.15cm x 11cm.	
MWMC11 Plantation \$26.50	
40cm x 25cm and contains central grassed area which may be used	
for a mansion, a small grassy field, and three fields of crops, all clearly	
divided by walls or earth banks. 2 road entrances.	
MWMC14 Marshland\$16.45	
Marsh with rocks and reeds. 25cm x 21cm.	
2 lorge rooks read caption rives caption Two v 25cm v 12cm v 75cm	
MWMC17 Haystocks	
Two rectangular fields of wheat three havetacks 6 wheatsheaves	
MWMC18 Water Village \$20.00	
3 houses 2 storage cones canoe wooden dec 27cm x 23cm	
MWMC19 Ancient Temple \$15.90	
Temple with supporting pillars, 7.5cm x 7.5cm.	
MWMC20 Early European House \$17.50	
2 storey European House with enclosed courtyard 17cm x 10cm.	
40cm x 25cm and contains central grassed area which may be used for a mansion, a small grassy field, and three fields of crops, all clearly divided by walls or earth banks. 2 road entrances.  MWMC14 Marshland	
Ancient wicker house in farm setting. 10cm x 10cm.	
MWMC21a DBA Base \$7.95	
Nomadic hut set in small square. Approx. 80mm x 70mm	
MWMC21a DBA Base \$7.95 Nomadic hut set in small square: Approx. 80mm x 70mm MWMC22 DBA Base \$7.95 Ancient wicker house, small palisade wall on 2 sides. 12cm x 10cm MWMC23 Pack of Two Fields \$13.25 Walled ploughed field with rocky terrain, and ploughed vegetable field.	
Ancient wicker house, small palisade wall on 2 sides. 12cm x 10cm.	
Walled plaughed field with replay terrain, and plaughed vegetable field	
15cm x 14cm and 15cm x 15cm	
MWMC24 House with Barn \$23.95	
Wooden slatted house with harn attached	
Walted producted relief with 10cts year aint, and producted vegetable field.  15cm x 14cm and 15cm x 15cm. \$23.85  WWMC24 House with Barm. \$23.85  Wooden slatted house with barn attached.  WWMC25 Wooden House \$18.55	
MWMC25         Wooden House         \$18.55           Wooden slatted house.         \$12.20           Large wooden slatted barn.         \$12.20           MWMC27         Hay and Log Pack.         \$15.90	
MWMC26 Wooden Barn \$12.20	
Large wooden slatted barn.	
MWMC27 Hay and Log Pack\$15.90	
Two large bales and two small bales of hay, two wooden rafts,	
different log piles, hay stacks, log stacks.	
MWMC28 Rough Ground \$14.30	
Patch of rough ground with 4 trees and rocks. 15cm x 15cm.	
MWWMC29 Field with Sunken Road \$15.90	
Ploughed field with stone walls, road lined with rocks. 25cm x 21cm.	
MWMC26 Wooden Barn	
MWMC30a Rocky Outcrop \$7.05	
Rocky outcrop used for blocking spot on board, 13cm v 9cm v 7cm	
MWMC30b Rocky Outcrop \$7.95	
Rocky outcrop used for blocking spot on board, 15cm x 8cm x 6cm	
MWMC30c Long Hill \$28.00	
Rocky, grassy hill 500mm long x 90mm wide x 65mm high.  MWMC31 Marsh\$10.60	
MWMC31 Marsh\$10.60	

Small marsh 20cm x 12.5cm.	
MWMC34 Ruined Building Corner	\$8.50
Small ruined building corner, 7cm x 7cm.	
MWMC35 Palm Trees on Base	.\$13.25
3 palm trees, 5.5cm high, on 9cm x 9cm base.	
MWMC37 Palm Tree on Base (1)	\$10.60
Palm tree on a 90mm x 90mm base, 60mm high.	\$12.20
MWMC38 Palm Trees on Base (2) Two palm trees on a 90mm x 90mm base, 60mm high.	\$12.20
MWMC39 Burnt-Out Wood	\$14.85
Burnt-out wood, 27cm x 8cm.	Ψ14.00
MWMC40 Partially Built Log Cabin	\$8.50
90mm x 110mm base, house 60mm x 50mm x 25mm high.	
MWMC41 Stone Buildings Divided by Road	\$19.00
Middle Ages Mid-East style blockish buildings. 20cm x 95cm	
MWMC51 Square Field with Long Ploughed Strip	\$13.25
19cm x 19cm field, ploughed strip & growing crows.  MWMC51a Square Field	\$13.25
19cm x 19cm field, with growing crows or grass.	\$13.25
MWMC51b Square Field	\$13.25
19cm x 19cm field, with neat rows of young vegetables.	V10.20
MWMC52 Rectangular Field	\$11.65
21cm x 16cm field, with two triangular ploughed fields.	
MWMC52a Rectangular Field	\$11.65
21cm x 16cm field, ploughed field.	
MWMC53 Narrow Field	\$8.50
23cm x 9cm field, ploughed field.	*** **
MWMC54 Large Narrow Field	\$11.65
MWMC55a Small Enclosed Ploughed Field	\$7.95
14cm x 10cm field, ploughed field, borded by walls & hedges	
MWMC56 Large Field.	\$23.85
41cm x 17cm field, vines, trees, ploughed sections, vege sec	



#### MWMC56 Large Field

MWMC71a Large Rock Pack	\$21.00
Twelve assorted rocks of varying sizes and shapes.	
MWMC71b Rock Pack	\$13.25
Six assorted rocks of varying sizes and shapes.	
MWMC81a Large Medieval Hut with Lean-to	\$13.25
90mm x 75mm, 50mm high.	
MWMC81b Small Medieval Hut	\$10.60
70mm x 60mm, 40mm high.	
MWMC81c Underground Medieval Hut	\$5.30
70mm x 60mm, 30mm high. Most of the hut is under the	ground!
MWMC81d Medieval Village	\$50.00
Stunning setting with huts, (the 3 above) on a lovely base by 29cm, complete with fields, stream, walls.	that is 29cm
by 25cm, complete with fields, stream, wails.	



MWMC81d Medieval Village Scenery Suitable for 25mm & 30mm Figures

MWMWDT1 Wide Dirt Road Pack	.75 oad
MWMWR1 Wide River Pack \$60	.00
being 12.5cm wide.  MWMWR1 Wide River Pack	ide.
MWMF1 Trenches	.50
Four straight trenches, 22cm x 3cm. 25mm scale.	
MWMF2 Trenches \$18 T-section, curved section, end section. 25mm scale.	.15
MWMF3 Field Works \$16	.50
Palisades with earth bank. Eight pieces. 15mm scale.	
MWMF4 Gun Emplacement \$11	.00
Concrete heavy gun emplacement. 15mm-20mm scale.	A.
MWMF4A Fox Holes & Machine Gun Nests\$13	.75
Pack of eight concrete fox holes and machine gun nests. 15mm sc MWMF5 Concrete Bunker 15mm-20mm scale\$11	ale.
MWMF8 Sandbag Gun Emplacement\$11	00
Gun emplacement made of sandbags, 15cm x 10cm. 15mm scale	
With three tents, campfire, and rock pile. Approx. 100mm x 90	mm
MWMF10a SMALL BUNKER BUILT INTO HILLSIDE\$6	.90
Camouflaged bunker measures approx. 140mm x 90mm (5 1/2"	x 3
1/2") at widest points.  MWMF10b LARGE BUNKER BUILT INTO HILLSIDE	0.5
Camouflaged bunker measures approx. 170mm x 90mm (6 1/2"	95
1/2") at widest points.  MWMF11a DRAGON'S TEETH\$10	.60
Pack containing 2 triangles, 2 small rectangles, and 4 la	гае
rectangles of concrete blocks, sizes as shown below	10 TO 10 TO 10
MWMF11b DRAGON'S TEETH\$7	.95
Pack of 4 rectangular strips of concrete blocks, each approx. 80m	m x
40mm MWMF11c DRAGON'S TEETH\$7.	
Pack of 6 rectangular strips of concrete blocks, each approx. 50	95
x 35mm	mil
MWMF11d DRAGON'S TEETH \$6	35
MWMF11d DRAGON'S TEETH	of
triangles approx.	

## **Agents of Gaming**

AOGBH301 Green Flat Top Hills (3) Small hills	\$20.00
AOGBH302 Basic Hills Set (6)	\$33.00
4 hills are 11cm x 11cm, 1 is 18cm x 8cm, 1 is 10cm x 16cm.	
AOGBH501 Battle Boards Green (7)	\$20.00
Beautifully flocked thick-flat-plastic figure movement trav-	s. Two
pieces are 12cm v 10 5cm 5 pieces are 12cm v 6 5cm	

# Miniatures & Miniatures Rules

## **Color Code**

- New Item Now Available and in Stock
- New Item Not Yet Released

# **Ancients &** Medieval

## **Warhammer Ancient Battles**

WARNAMMER Ancient Battles Warhammer Fantasy Battles goes historicall Designed by Jervis Johnson and Rick Priestley, two Games Workshop staff. Uses the same basic rules as Warhammer Fantasy Battles, but there is no magic same and selection of mega-powerful characters (yes), just containing the medical property of the property of the

Eureka Miniatures
Exaggerated 28mm figures sculpted and cast here in Australia
By Mike Broadbent — these are excellent figures of top quality.

Later Ass	vrian Neo Sargonid Up to 6 variants per code	
EMASS1	Elite or Line Heavy Infantry with spear and shield (1)	\$2.20
Specify whe	ther you want tower shield or round shield	
EMASS2	Elite or Line Heavy Infantry Archer (1)	\$2.20
EMASS3	Heavy Infantry Slinger (1)	\$2.20
EMASS4	Footguard Infantry with Spear & Large Round Shield (1)	\$2.20
EMASS5	Auxiliary Infantry with Spear and Shield (1)	\$2.20
Specify whe	ther you want tower shield or round shield	
EMASS6	Auxiliary Archer (1)	\$2.20
EMASS7	Heavy Infantry Officer (1)	\$2.20
EMASS8	Assyrian King on Foot (1)	\$2.20
EMASS9	Assyrian 'Prisoner' (1)	\$2.20
EMASS20	Assyrian Cavalry with Lances (1)	\$5.50
EMASS21	Assyrian Cavalry with Bow (1)	\$5.50
EMASS30	Assyrian 4 Horse, 4 Crew Chariot	\$22.00
EMASS31	Assyrian 2 Horse 9th Century Chariot	\$16.50
A STATE OF THE PARTY OF THE PAR		

#### WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 49 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual terror weapons.

WRG ARMY LISTS Vol 1: Ancient Near East 3000 - 500 BC Covers all the armies of the Ancient Near East from 3000 - 500 BC, such as Babytonian, AssyriantEarly Greek Hoplite, Spartan, Achaemenid Persian, armies of the Persian wars. armies of the Persian wars. \$18.70 WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America The Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Hslung-Nu, Han, Three Kingdoms Chinese, Medieval Vietnamese (mark) to late). etc. Mongol, Japanese (early to late), etc. 518.70
WRG ARMY LISTS Vol #3: Armies of Alexander & Punic Wars
Deals with a small geographical area, although the most popular one
Alexander and his Successors, the Punic Wars, the Western Nomads, the
Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1s
& 2nd Triumvirate.

\$18.70

## D.B.A.

WRG De Bellis Antiquitatis Fast Play Ancients Rules 2.0 The fully revised DBA will be updated to be consistant with DBM and the new army lists. These are WRG's fast play ancient 8 historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. Due August.

### D.B.M.

MRG D.B.M. 3.0 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat This is the new version 3.0, released June 2000. A few rules have been changed to make the rules more historically accurate, plus lots more examples and diagrams, and loopholes are plugged. The rules are designed for 2mm, 6mm, 10mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they fought, not according to how they were armed and armored. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases containing 2 to 4 figures, and square off to fight each other. Each unit has a basic combat feactor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. Certain troop types destroy others if they score higher, such as knights fighting spears or warband fighting blades, but normally you need to double the enemy element's score to kill it. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. Regular armies are easy to maneuver, irregular armies less so, and morale is simple but

DBM ARMY LISTS Book # 1 3000 BC - 500 BC 2nd Ed This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Early Hoplite Greek, Early Macedonian, Roman & Ertuscan, Early Achaemenid Persian, Early Carthagnian, etc. \$22.00 DBM ARMY LISTS # 2 500 BC - 476 AD 2nd Ed Anew, 2nd Edition, with many lists having been completely revised, such as the Later Hoplite, Scienced are Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthagnian, Hunnic, Alans, Gallic, Ancient British, Sassanid Persian, Early German, Visigoth. This book is the most popular in the series.

DBM ARMY LISTS # 3 476 AD - 1071 AD 2nd Ed The Dark Ages and Early Medical Period, now revised & updated. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Early Samurai (the tumors that this list has been butchered are not true — still agreal tistly, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Early Polish, Early Hungarian, Georgian, Seliuq Turk, Anglo-Danish Norman, etc.

DBM ARMY LISTS # 4: 1071 AD - 1500 AD 2<sup>111</sup> Ed I he army in the High Medieval Period, have now been revised and updated. Some have seen huge changes, such as Early Crusader (with sub generals regular Kn and Bd option), Later Crusader (with heaps more Spear and Richard becomes Reg Kn(S)), Free Company, which gets sub-ger instead of allies; also changes to Italian Condotta, Spanish/Portug

#### **Precision Tournament Dice**

## **WRG History Books**

ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominent power. This book is one of the most comprehensive history books available, detailing each nation in great detail, presenting history, tactics, battles, colors of uniforms and equipment including phileid designs. Covers the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillips' reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome Efringeans.

ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD 146 

ARMIES OF THE DARK AGES, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slaw, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided.

ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD A 120 Page historical reference book of one of the most colorful periods of history.

ARMIES & ENEMIES OF I HE CRUSADES 1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the inflide Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitaliers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks). Ilkhanids, etc. Each troop type is illustrated and described, giving armor and tunic colors, etc.

ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc...\$48.00

## DBM Army Packs True 15mm Figures. Available Unpainted Only

D.Y.O. DBM ARMY: This is a special offer that applies to all DBM players. Simply post or fax us the army list that you have designed, listing which DBM Army Lists book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/BankVISA card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off the normal retail prices. (Does not apply to Battle Honors or Chariot or Old Glory figures.) Please note that if your army does not use Museum, AB, Hobby Products or Irregular Miniatures, the order could take 3 - 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Charlot or Essex miniatures. SQuote

#### **Book Two Version 2.0**

#### Book Four

#### CHARIOT 15mm

Chariot Gold Range
True 15mm metal miniatures available per pack. A stunning new range from
Chariot Miniatures in the UK. Irregular or light troops have up to 8 different
poses per pack. Minimum order is 5 packs. Allow 3 weeks for delivery.

DARK4   Gothic Mitst Command, General, War-Horn, Standard, Warrior, \$4,75   DARK3   Gothic Mct Command, Sub General, Horn, Standard, Warrior, \$4,75   DARK4   Gothic Noble Cawalty/Bucellatrii (4) Spear, Shield, Mail-shirt, \$4,75   DARK5   Gothic Foot Warriors, cound or oval shields, axes or spears (8) \$4,75   DARK6   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK6   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK6   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK6   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK6   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK6   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK6   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK10   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK10   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK10   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK10   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK10   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK10   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK10   Gothic Foot Warriors, Coffin shields, axes or spears (8) \$4,75   DARK10   Gothic Foot Warriors, Coffin shields, Spear, Shield, Cap (8) \$4,75   DARK10   Gothic Foot Warriors, Coffin shields, Spear, Shield, Spear, Shields, Spear, Spear, Spear, Spear, Shields, Spear, Shields, Spear,	Gothe	& Visigoths	
HUNS1 HUNS2 HUNS2 HUNS3 Mounted Command 1 General, 1 Standard, 1 Warhorn, 1 Warrior, 54.75 HUNS3 HUNS3 More Mounted Huns with Bows (4)	DARK1 DARK2 DARK3 DARK4 DARK5 DARK6	Gothic Mtd Command, General, War-Horn, Standard, Warrior. Goth Mtd Command, Sub General, Horn, Standard, Warrior. Gothic Noble Cavalry/Bucellami (4) Spear, Shield, Mail-shirt. Gothic Gardingi Cavalry (4) Gothic Foot Warriors, round or oval shields, axes or spears (8) Gothic Foot Warriors, Coffin shields, axes or spears (8)	\$4.75 \$4.75 \$4.75 \$4.75 \$4.75
SAXNI Foot Command 3 Nobles, 3 Standards, 2 War Horns. \$4.7'.  SAXNI Noble Warriors with Spear/Sword/Axe, Ehrels, Shields (8). \$4.7'.  SAXNI Noble Warriors with Spear/Sword/Axe, Shield, Cap (8). \$4.7'.  SAXNI Noble Warriors with Spear/Sword/Axe, Shield, Cap (8). \$4.7'.  Late Roman Foot Command (8). \$4.7'.  SPOR13 Late Roman Legionary 3rd - 5th C, Sword, Shield, (8). \$4.7'.  SPOR14 Late Roman Legionary, 3rd - 5th C, Sword, Shield, (8). \$4.7'.  SPOR16 Late Roman Legionary, 3rd - 5th C, Sword, Shield, various (8). \$4.7'.  SPOR31 Late Roman Auxilia Palatina, Bare head, shield, spear (8). \$4.7'.  SPOR32 Late Roman Auxilia Palatina, Bare head, shield, spear (8). \$4.7'.  SPOR34 Late Roman Auxilia Palatina, Fur Cap, Shield, spear (8). \$4.7'.  SPOR65 Late Roman Supporting Archer, Bare head, various actions (8). \$4.7'.  SPOR66 Late Roman Equites Cavalry with separate arms (4). \$4.7'.  Late Roman Equites Cavalry (4). \$4.7'.  SPOR62 Late Roman Equites Cavalry (4). \$4.7'.  Late Roman Equites (4). \$4.7'.	HUNS1 HUNS2 HUNS3	Mounted Command 1 General, 1 Standard, 1 Warhorn, 1 Warrior Nobles & Sub-Generals (4) Mounted Huns with Bows (4)	.\$4.75
SPOR1 Late Roman Foot Command (8) 34.77 SPOR15 Late Roman Legionary 3rd - 5th C. Spear, Shield (8) 34.76 SPOR15 Late Roman Legionary 3rd - 5th C. Sword, Shield (8) 34.76 SPOR15 Late Roman Legionary 3rd - 5th C. Sword, Shield (8) 34.76 SPOR29 Late Roman Auxilia Palatina, Bare head, shield, spear (8) 34.76 SPOR31 Late Roman Auxilia Palatina, Bare head, shield, spear (8) 34.76 SPOR31 Late Roman Auxilia Palatina, Helmet, shield, spear (8) 34.76 SPOR65 Late Roman Auxilia Palatina, Her Cap, shield, spear (8) 34.76 SPOR66 Late Roman Supporting Archer, Bare head, various acctions (8) 34.76 SPOR60 Late Roman Equites Glyricani, with separate arms (4) 34.76 SPOR62 Late Roman Equites Cavalry (4) 34.77 SPOR62 Late Roman Equites Cavalry (4) 34.77 SPOR62 Late Roman Equites Cavalry (4) 34.77 SPOR62 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR63 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR66 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR66 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR67 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR68 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR68 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR68 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR68 Late Roman Equites Cavalry with separate arms (4) 34.77	SAXN1 SAXN2	Foot Command 3 Nobles, 3 Standards, 2 War Horns	.\$4.75
SPOR1 Late Roman Foot Command (8) 34.77 SPOR15 Late Roman Legionary 3rd - 5th C. Spear, Shield (8) 34.76 SPOR15 Late Roman Legionary 3rd - 5th C. Sword, Shield (8) 34.76 SPOR15 Late Roman Legionary 3rd - 5th C. Sword, Shield (8) 34.76 SPOR29 Late Roman Auxilia Palatina, Bare head, shield, spear (8) 34.76 SPOR31 Late Roman Auxilia Palatina, Bare head, shield, spear (8) 34.76 SPOR31 Late Roman Auxilia Palatina, Helmet, shield, spear (8) 34.76 SPOR65 Late Roman Auxilia Palatina, Her Cap, shield, spear (8) 34.76 SPOR66 Late Roman Supporting Archer, Bare head, various acctions (8) 34.76 SPOR60 Late Roman Equites Glyricani, with separate arms (4) 34.76 SPOR62 Late Roman Equites Cavalry (4) 34.77 SPOR62 Late Roman Equites Cavalry (4) 34.77 SPOR62 Late Roman Equites Cavalry (4) 34.77 SPOR62 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR63 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR66 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR66 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR67 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR68 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR68 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR68 Late Roman Equites Cavalry with separate arms (4) 34.77 SPOR68 Late Roman Equites Cavalry with separate arms (4) 34.77	I ate Im	nerial Romans	
	SPQR1 SPQR13 SPQR15 SPQR16 SPQR29 SPQR33 SPQR37 SPQR45 SPQR61 SPQR60 SPQR61 SPQR62 SPQR63	Late Roman Foot Command (8) Late Roman Legionary 3rd _5th C, Spear, Shield (8). Late Roman Legionary 3rd _5th C, Sword, Shield (8). Late Roman Legionary, 3rd _5th C, Sword, Shield (8). Late Roman Legionary, 3rd _5th C, Sword, Shield, valous (8). Late Roman Auxilia Palatina, Barc head, shield, spear (8). Late Roman Auxilia Palatina, Fur Cap, shield, spear (8). Late Roman Supporting Archer, Bare head, various actions (8). Late Roman Equites (Birylicari, with separate arms (4). Late Roman Equites Cavalry (4). Late Roman Equites Cavalry (4). Late Roman Equites Cavalry with separate arms (4). Late Roman Equites Cavalry with separate arms (4). Late Roman Equites Cavalry with separate arms (4).	\$4.75 \$4.75 \$4.75 \$4.75 \$4.75 \$4.75 \$4.75 \$4.75 \$4.75 \$4.75 \$4.75 \$4.75 \$4.75

Chariot Regular Range
True 15mm metal miniatures available per nark. Some

of ligures. Millimitati order is a packs. Allow a weeks for delivery.		
Mitanni MIT 1 MIT 2 MIT 3 MIT 4 MIT 5 MIT 6	Maryannu Chariot, Crew in Dendritic Armor Vassal Chariot. Maryannu Chariot. Plumed Horses Crew Dendritic Armor (1). General in Chariot, in Dendritic Armor Mitanni Spearmen, multiple poses (8). Mitanni Archers, multiple poses (8).	\$4.25 \$4.25 \$4.25 \$4.25
Now King	ndom Equation	
NEW TINE EINKT PRO- EINKT BLPC EINKT BLPC EINKT BLC EINK	pdom Egyptian Pharaoh in Chariot with Cloth & Plumed Horse. Egyptian Chariot with Cloth Covered & Plumed Horse. Egyptian Chariot with Cloth Covered & Plumed Horse. Egyptian Regular Spearmen with Shield (8). Egyptian Regular Bowmen (8). Egyptian Regular Bowmen (8). Egyptian Regular Bowmen (8). Egyptian Awarenen (8). Egyptian Awarenenen (8). Egyptian Awarenenen (8). Egyptian Awarenenenenenenenenenenenenenenenenenenen	.\$4 25 .\$4 25 .\$

## 16 - Miniatures: Renaissance - Ancients & Medieval

	Renaissance – And	Lients & Medieval
LIB1         Libyan Foot Command         \$4.2           LIB2         Libyan Buardguard (8)         \$4.2           LIB3         Libyan with Javelin or Spear (8)         \$4.2           LIB4         Libyan Archers (8)         \$4.2           LIB5         Libyan General & Driver in 2 horse chariot         \$4.2           LIB6         Libyan 2 horse 2 crew chariot         \$4.2           LIB6         Libyan 2 horse 2 crew chariot         \$4.2	5         MUSGL08         British Light Cavalry, shid & jvln (1).         \$1.30           MUSGL09         Medium/Heavy Cavalry, shid & spear (1).         \$1.30           MUSGL11         Noble Cavalry/General/Cinc, mail & shid         \$1.30           MUSGL12         Light Infantry Slinger (1).         \$0.65           MUSGL13         Infantryman armed with war horn (1).         \$0.65           MUSGL14         Musgland and (1).         \$0.65           MUSGL14         Warrior in chalmnal, shield, sword (1).         \$0.65           MUSG104         Warrior in chalmnal, shield, sword (1).         \$0.65           MUSC104         Two Horse Charlot with driver & warrior.         \$6.05           MUSC104         Two Horse Charlot driver & armored Warr.         \$6.05	MUSMD23
LIB5 Libyan General & Driver in 2 horse chariot \$4.2 LIB6 Libyan 2 horse 2 crew chariot \$4.2 Republican & Classical Indian	5         MUSGL12         Infantryman armed with war horn (1)         \$0.85           5         MUSGL13         Infantryman holding standard (1)         \$0.65           MUSGL14         Warrior in chainmail.shield.sword (1)         \$0.65           MUSGL14         \$0.65	MUSMD27         Retinue Armored Longbowman (1)         \$0.65           MUSMD28         Mounted Shire Levy Hobilar MC (1)         \$1.30           MUSMD29         Shire Levy Hobilar MC (1)         \$0.65           MUSMD30         Shire Levy Billman (1)         \$0.65           MUSMD30         Burgundian Handgunner (1)         \$0.65
IND 1 Elephant with General astride, driver, umbrella carrier \$5.2 IND 2 Elephant with Driver, Howdah, General, Umbrella carrier \$5.7 IND 3 Elephant with driver and two archers \$4.7	MUSCT04G Two Horse Charlot, driver & armored Warr. \$6.00  Early & Later Carthaginian	MUSMD30
ND 4	Exaggerated 15mm metal miniatures. Same size as AB Miniatures.  MUSCG01 Sacred Band Heavy Infantry with spear & round shield (1)\$0.65 MUSCG03 Poeni Citizen Infantry with spear & oval thureos shield (1)\$0.65	MUSMD34         Burgundian Armored Pikeman (1)         \$0.65           MUSMD35         Mounted, armored crossbowman (1)         \$1.30           5         MUSMD36         Mounted CinC or Sub-general (1)         \$1.30           MUSMD4         Later Men-al-arms on loot with sword (1)         \$1.30
Republican & Classical Indian   ND 1	MUSCG03 Poeni Citizen Infanfry with spear & oval thureos shield (1) \$0.65 MUSCG04 Poeni Citizen Infanfry with sword & oval thureos shield (1) \$0.65 MUSCG19 Poeni Citizen Infanfry Officer, sword, oval shield, cloak (1) \$0.65 MUSCG18 Carthaginian Infanfry Standard Bearer (1) \$0.65 MUSCG17 Trumpeter (Carthaginian or Italian) (1) \$0.65	6         MUSMD44         Later Men-at-arms on foot with sword (1)         \$1.30           MUSMA03         Medium Bombard & Crew         \$9.25           6         MUSMA02         Small Wheeld Bombard & Crew         \$6.00           MUSMA01         Organ Gun & Crew         \$6.00
IND 13   Indian Cavalry with Front Horse Armor (4)	5 MUSCG05 Campanian Heptite, spear, hopite shield, armor (1)	MUSMA04 Small Wheeled Mantlets (4)
Thracian	Tarthaginian Infantry Standard Bearer (1). \$0.65  MUSCG18  MUSCG07  MUSCG07  Campanian Hoplite, spear, hoplite shield, amorr (1). \$0.65  MUSCG06  MUSCG07  Campanian Medium Inf, spear, hoplite shield, no armor (1). \$0.65  MUSCG08  MUSCG08  Campanian Medium Inf, spear, hoplite shield, no armor (1). \$0.65  MUSCG09  Campanian Medium Inf, spear, hoplite shield, no armor (1). \$0.65  MUSCG09  Spanish Lusitanian Infantry, oval shield, spear, cloak (1). \$0.65  MUSCG18  Spanish Caelrati, javelina and small shield, cloak (1). \$0.65  MUSCG14  Spanish Celliberian Scutarius, oval shield, sword, cloak (1). \$0.65  MUSCG14  Spanish Celliberian Scutarius, oval shield, sword, cloak (1). \$0.65  MUSCG14  Spanish Celliberian Scutarius, oval shield, sword, cloak (1). \$0.65  MUSCG14  Spanish Celliberian Scutarius, oval shield, sword, cloak (1). \$0.65	By Museum or Irregular Miniatures  MUSPH01 Pack Horses (3)
THR 5 Thracian Shieldless Javelinmen (8)	MUSCG10 Libyan Javelinman, javelin and shield (1)	BAABAA1 Sheep (3). \$1,30 MOOMOO2 Cows (2). \$1,40 GRUNT3 Pigs (3). \$1,30 SNORT5 Bison (2). \$1,40 S1,30 SNORT5 Bison (2). \$1,40 S1,40 SNORT5 Bison (2). \$1,40 S1,40 SNORT5 Bison (2).
HOG 9 Thracian Pellast, Helmet, Long Shield (8)	MUSCG16 Numidian (oř Hellenistic) Light Infantry, javelin, no shield (1) 30 6 MUSCG20 Spanish Heavy Cavaly, javelin & shield (1) 31 33 MUSCG21 Numidian Light Cavalry, javelin & shield (1) \$1 33 MUSCG22 Carthagnian Heavy Cavalry, Spear (1) \$1 33	SPITSPIT6   Pack Carnel (1)   \$1.40   SPITSPIT7   Camel (1)   \$1.30   SPITSPIT7   Camel (1)   \$1.30   RAWHIDE8   Long Horn Cattle (2)   \$1.40   MEHMEH9   Lambs (4)   \$1.30   SPITSPITF   SPITSPITF
MUSEUM MINIATURES 15mm Mycenaeans	Source   S	WOOF10 Labrador (it's a dog) \$0.65
Slightly large 15mm metal miniatures available separately	True 15mm metal miniatures available separately	GEEGEE14 Horse (2) \$1.30  15mm Peasants
MUSMY02 Mycenaean Warrior, nude, javelin, figure 8 shield (1). \$0.6 MUSMY03 Mycenaean Archer, nude firing bow (1). \$0.6 MUSMY04 Mycenaean Warrior, nude, spear, figure 8 shield (1). \$0.6	MUSRM06         Equites Alares/Cohortales Cavalry (1)         \$1.30           MUSRM08         Legionary Centurion (1)         \$0.65           MUSRM09         Legionary Standard Bearer (1)         \$0.65           MUSRM10         Legionary Legionary Musician (1)         \$0.65	15mm Peasants   By Irregular Miniatures   Female Peasant on Foot   \$0.65
MUSMY05 Mycenaean Warrior, nude, sword & tower shield (1), \$0.6 MUSMY07 Mycenaean Slinger, nude (1), and (1), spear (1), \$0.6 MUSMY07 Mycenaean Dendra Warrior, armored, with spear (1), \$0.6 MUSMY08 Mycenaean Warrior, kill, spealin, figure 6 shield (1), \$0.6 MUSMY08 Mycenaean Warrior, kill, throwing javelin, figure 8 shield (1), \$0.6 MUSMY11 Mycenaean Warrior, kill, spear, figure 8 shield (1), \$0.6 MUSMY12 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY12 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Slinger, kill (1), \$0.6 MUSMY13 Mycenaean Slinger, kill (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Slinger, kill (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13 Mycenaean Warrior, kill, sword, figure 8 shield (1), \$0.6 MUSMY13	5         MUSRM11         Early Imperial Legionary, Lorica Segmta         \$0.65           5         MUSRM12         Early Imperial Auxiliary Infantry (1)         \$0.65           5         MUSRM13         Early Imperial Auxiliary Infantry (1)         \$0.65	Shepherd on Foot \$0.65 Nouveaux Rich Peasant on Horse \$1.30
MUSMY10         Mycenaean Archer, kilt. (1)         \$0.6           MUSMY11         Mycenaean Warrior, kilt, spear, figure 8 shield (1)         \$0.6           MUSMY12         Mycenaean Warrior, kilt, sword, figure 8 shield (1)         \$0.6           MUSMY13         Mycenaean Slinger, kilt (1)         \$0.6	MUSRM15         Auxiliary Centurion (1)         \$0.65           MUSRM16         Auxiliary Standard Bearer (1)         \$0.65           MUSRM17         Auxiliary Auxiliary Musician (1)         \$0.65           MUSRM17         Auxiliary Auxiliary Musician (1)         \$0.65           MUSRM18         Early Imperial Legionary with Sword (1)         \$0.65	By Irregular Miniatures   S4.40
MUSWY13 Mycenaean Singer, kill (1) \$0.6 MUSWY14 Mycenaean Warrior, kill, javelin, tower shield (1) \$0.6 MUSWY15 Mycenaean Warrior, kill, throwing javelin, tower shield (1) \$0.6 MUSWY16 Mycenaean Warrior, kill, spear, tower shield (1) \$0.6 MUSWY17 Mycenaean Warrior, kill, sword, tower shield (1) \$0.6 MUSWY18 Mycenaean Poentra Warrior, armored, with sword (1) \$0.6 MUSCT08 Mycenaean Two Horse Charlot & 2 crew.	5 True 15mm metal miniatures available separately	Earthern Ditch 40mm wide \$4.40 Medieval Tent 35mm wide \$4.40
New Kingdom Egyptian	MUSGDU3 Saminte with shield, sword, neimet, armored right arm (1)\$0.65	2mm thick, flat metal bases with vertical sides and sharp corners & edges
MUSEY01 New Kingdom archer, Kill headdress (shooting) \$0.6 MUSEY02 New Kingdom spearmen, Sh. Armour, headdress \$0.6 MUSEY03 New Kingdom 2how, Armour, headdress \$0.6	MUSGD04  Secutor with shield, sword, helmet, armored right arm (1)	20mm x 40mm (for use with 15mm scale). \$1.30 30mm x 40mm (for use with 15mm scale). \$1.80
MUSEY04 New Kingdom Javelin man, Sh, headdress \$0.6 MUSEY05 Shardana Guard, Sword, Shield MUSEY06 New Kingdom archer, Long Kilt (shooting) \$0.6 MUSEY07 Sew	WUSGD08 Myrmillo with shield, sword, helmet, armored right arm (1)	AB ANCIENTS The best ancients figures the seen by far but around 19mm tall
MUSEY08		Ancient Greeks  ABGR1 Front Rank Hoplite (1) 2 types \$0.82 ABGR2 Rear Rank Hoplite (1) 2 types \$0.82 ABGR3 Front Rank Spartan (1) 2 types \$0.82 ABGR4 Rear Rank Spartan (1) 2 types \$0.82 ABGR5 Nude Hoplite (Boetlan/Theban) (1) 2 types \$0.82 ABGR6 Cretan Archer (1) 2 types \$0.82 ABGR6 Hoplite (Boetlan/Theban) (1) 2 types \$0.82 ABGR7 Spartan Officer (1) \$0.82 ABGR8 Hoplite Officer (1) \$0.82 ABGR8 Hoplite Officer (1) \$0.82 ABGR10 Hom Player (1) \$0.82 ABGR11 Hossalian Cavalryman (1) \$1.65 ABGR12 Athenian Cavalryman (1) \$1.65
MUSEY12         New Kingdom spearmen, Sh, Armour, headdress         \$0.6           MUSEY13         New Kingdom Arbow Sh, Armour, Bare head         \$0.6           MUSEY14         New Kingdom Javelin man, Sh, Bare head         \$0.6           MUSEY15         Shardana Guard, Javelin, Shield         \$0.6           MUSEY16         Shardana Guard, Javelin, Shield         \$0.6	MUSNI01 Light Infantry Archer (1)	ABGR3 Front Rank Spartan (1) 2 types. \$0.62 ABGR4 Rear Rank Spartan (1) 2 types. \$0.82 ABGR5 Nude Hoplite (Boetlan/Theban) (1) 2 types. \$0.82 ABGR6 Cretan Archer (1) 2 types. \$0.82 ABGR6 Spartan (1) 2 types. \$0.82
MUSEY16         New Kingdom archer, Long Kilt (shooting)         \$0.6           MUSEY17         Sea peoples, Armour, Javelin, Sh         \$0.6           MUSEY18         Nubian, Javelin man Sh         \$0.6           MUSEY19         Scouts, Mounted Eqvoltans         \$0.6	MUSNI04	ABGR6 Hopite Officer (1)
MUSEY20	WUSNI007   Aux   Interrupt with 2 panel of the street (1)   \$0.65	ABGR10 Hom Player (1). \$0.82 ABGR11 Thessalian Cavalryman (1). \$1.65 ABGR12 Athenian Cavalryman (1). \$1.65
MUSCT09C 2 Horse Chariot (officer & driver) \$6.0  MUSCT09G 2 Horse Chariot (Pharaoh & driver) \$6.0  Greek & Hellenistic 500 - 50 BC	MUSNI12 Viking Bondi Spearmen with sword (1)   \$0.65	Atlantic Ancients HO Scale Soft plastic Ancient Figures, about 24mm tall  FXALT1 Accient Fountian Infantry (62 HO Scale figures) \$16.70
True 15mm metal miniatures available separately  MUSSE1 Macedonian Phalangite (1)	MUSNI16	FXALT1 Ancient Egyptian Infantry (62 HO Scale figures) \$16,70 Contains Axemen. Clubmen. Swordsmen, Speammen, Archers, Guards, Negros. FXALT2 Ancient Egyptian Chariots (6 HO Scale Chariots) \$16,70 Contains 6 2-Horse Chariots, each with 2 crew. Horses have cloth armor. FXALT5 Ancient Creek Infantry (64 HO Scale figures). \$16,70
MUSSE2         Seleucid/Successor/Hellenst Phalangite         \$0.66           MUSSE3         Thracian Foot with Rhomphia (1)         \$0.66           MUSSE4         Peltast with crescent shid & javelin (1)         \$0.66           MUSSE5         Psiloi with javelin & shield (1)         \$0.61	MUSNI20   Medieval Archer with helmet (1)   \$0.65	Contains one armored archer type, and 7 types of Hopites, scale or bronze cuirass.  Sultable for Trojan War, Early & Later Hopitie Greek.  FXALT6 Ancient Greek Cavalry (2 HO Scale Charlots, 8 Cavalry) \$16.70  Contains 2 Trojan War charlots, and 8 Greek Cavalry.  FXALT14 Ancient Life (2 HO Scale) \$16.70  Mostly Roman and Greek civilians and accessories.
MUSSE6         Psiloi with javelin & shield         \$0.65           MUSSE7         Spartan or Later Hoplite (1)         \$0.65           MUSSE8         Early/Mercenary Hoplite (1)         \$0.65           MUSSE9         Lycian/Pamphylian/Mysian spear & shid         \$0.65	MUSNI27   Crusader Foot Knight, swrd, shid (1)   \$0.65	FXALT 4 Ancient Life (2 HO Scale)
MUSSE10         Lycian/Pamphylian sword, round shid         \$0.66           MUSSE11         Persian Cavalryman armed with spear         \$1.30           MUSSE12         Persian Archer in trousers & tunic (1)         \$0.66           MUSSE3         Thracian slinger with shield & cap (1)         \$0.65	MUSNI34	HaT Ancient & Medieval Figures HO Scale Soft plastic Ancient Figures, about 24mm tall
MUSSE14         Scythlan foot archer, with fox skin cap (1)         \$0.65           MUSSE15         Thracian Peltast with spr.shld greaves (1)         \$0.66           MUSSE16         Greek/Thracian Hv Cv wbronze cuirass         \$1.36           MUSSE17         Spartan Hooilte or General, with cape (1)         \$0.66	MUSNI37   Teutonic Foot Knight with axe, shid (1)   \$0.65	FXHaT8017   Roman Heavy Infantry: Princeps & Triari.   \$11.50
MUSSE19         Illyrian Foot with shield & javelin (1)         50.6           MUSSE21         Bactrian Heavy Cavairy/Sub General (1)         \$1.30           MUSSE22         Scythlan Heavy Cavairy, unarmord horse         \$1.30           MUSSE23         Scythlan Foot with spear & javelin (1)         \$0.66           MUSSE24         Scythlan Foot with spear & javelin (1)         \$0.66           MUSSE24         Scythlan Foot with spear & javelin (1)         \$0.66	MUSNC01	FXHaT8021 Roman Cavalry \$11.50 FXHaT8022 Gallic Cavalry \$11.50 FXHaT8023 Roman War Elephant \$14.50 FXHaT8024 Numirida Cavalry \$14.50
MUSSE24         Scythian Foot armed with axe (1)         \$0.66           MUSSE25         Scythian Cavalry on ammored horse (1)         \$1.3           MUSSE26         Veteran/Guard Phalangite (1)         \$0.66           MUSSE27         Scythian Horse Archer (1)         \$1.3	MUSNC10   Mtd Crusader Turcopoles firing bow (1)   \$1.30   MUSNC11   Mtd Crusader Turcopole with javelin (1)   \$1.30   MUSNC12   Mtd Norman ClinC (1)   \$1.30   MUSNC12   Mtd Norman ClinC (1)   \$1.30   MUSNC13   Mtd Crusader Templay Knight (1)   Mtd Crusader Temp	FXHaT8035 Roman Siege Weapons \$14.50 FXHaT8024 Numidian Cavalry \$11.50 FXHaT7011 Ancient Britons \$11.50 FXHaT7014 Sherdiff of Notlinham \$11.50
MUSSE28         Saka Cavalry on armored horse (1)         \$1.30           MUSSE29         Bactrian/Soglain/Scythian Horse Archer         \$1.30           MUSSC01         Seleucid C-in-C/General (1)         \$1.30           MUSSC02         Seleucid C-in-C/General (1)         \$1.30           MUSSC03         Scythian/Armenian Horse Archer (1)         \$1.30	True 15mm retal ministures available separately    MUSNI01	FXHaT7015 Robin Hood
MUSSC03         Scythian/Armenian Horse Archer (1)         \$136           MUSSC04         Macedonian/Successor Companion Cav         \$13           MUSSC05         Seleucid/Successor Cataphract SHC (1)         \$13           MUSSC06         Tarantine Light Cavalry with Javelin (1)         \$13           MUSSC07         Tarantine Light Cavalry with Javelin (1)         \$13	MUSNC19 Mtd Crusader Knight with lance/shid (1). \$1.30 MUSNC18 Mtd Crusader Knight with lance/shid (1). \$1.30 MUSNC18 Mtd Crusader Brotherknight (1). \$1.30 MUSNC19 Mtd Knight with Heater Shield, Lance and Cloak (1). \$1.30 MUSNC20 Mtd Knight with Lance (1). \$1.30	XZV8001   Russian Knights 13 <sup>th</sup> Century 1/72 <sup>nd</sup> Scale
MUSIE11 Macedonian Elephant Widriver & pikeman. \$9,00 MUSIE12 Seleudid Elephant, tower, driver, 3 crew. \$9,00 MUSIE14 Successor Elephant, tower, driver, 2 crew.		
MUSBS01         Macdn/Sucssr Bolt Thrower & 2 crew         \$6.05           MUSCA01         Greek Psiloi/Cretan archer (1)         \$0.65           MUSNS01         Greek Psiloi Slinger (1)         \$0.65           MUSCT02         Seleucid 4 Horse scythed charlot & driver         \$9.07           MUSRO1         Polyblan Roman Officer/General with Sword (1)         \$0.65	MUSMD01         Unarmored English Longbowman (1)         \$0.65           MUSMD02         **morred English Longbowman (1)         \$0.65           MUSMD03         **Unarmored Velsh Longbowman (1)         \$0.65           MUSMD04         French Crossbowman (1)         \$0.65	Eureka Miniatures Catalog  Eureka Miniatures are currently putting together a brand new catalog, as the last one was produced in 1997. The new catalog will include all of their recent
MUSSE1	MUSM001	iast one was produced in 1997. The new catalog will include all of their recent additions plus all their other stock lines. As you may or may not know, Museum, Irregular. AB, and Full Thrust miniatures are all cast here in Melboume under licence by Eureka Miniatures. Eureka Miniatures also produce a magnificent half an inch thick catalog, which contains hundreds and hundreds of black and white photographs of almost all the massive
	MUSMD09         False French Town Milltia, spear shield         \$0.65           MUSMD10         Brigand with 2handed weapon (1)         \$0.65           MUSMD11         Heavily Armored English Longbowman         \$0.65           MUSMD12         Fool Knight with mace & shield (1)         \$0.65           MUSMD13         Fool Knight with axe (1)         \$0.65           MUSMD14         Fool Knight with axe (1)         \$0.65	produce a magnificent half an inch thick catalog, which contains hundreds and hundreds of black and white photographs of almost all the massive range listed in the catalog. We are proud to announce that we are now offering the entire Eureka Miniatures range. Simply buy this catalog, have a look at the photos, and order the codes from us as per usual, pay for the titles
True 15mm metal miniatures available separately    MUSGL01	MUSMD13   Foot Knight with axe (1)   \$0.65   MUSMD14   Foot Knight with sword & shield (1)   \$0.65   MUSMD15   Billman (1)   \$0.65   MUSMD17   Mounted EHK Men-at-Arms (1)   \$1.30	look at the photos, and order the codes from us as per usual, pay for the titles according to the price code at the begining of the catalog, and we will send the items to you. Please note that most items ordered from the Eureka Miniatures catalog may take one week for delivery (or longer if it is a really big, order. All Eureka orders are cast-up specially for us, and normally
MUSGL01         Naked Fanatic w/sword & shield (1)         \$0.65           MUSGL02         Naked Fanatic w/spar & shield (1)         \$0.55           MUSGL03         Foot Warrior w/shield & sword (1)         \$0.65           MUSGL04         Light Infanty skrimisher, shield & juln (1)         \$0.65           MUSGL05         Light Infanty Javelinman, shdl & juln (1)         \$0.65           MUSGL06         Light Infanty Javelinman, shdl & juln (1)         \$0.65           \$0.65         \$0.65         \$0.65	MUSMD18   Mounted Household Men-at-Arms SHK   \$1.30   MUSMD19   English Lessen Mtd Men-at-Arms HC (1)   \$1.30   MUSMD20   French/Continental Mtd M-at-Arms SHK   \$1.30   MUSMD21   French Mounted Sergeant HC (1)   \$1.30   MUSMD21	big order. All Eureka orders are cast-up specially for us, and normally delivered to us on the following Monday). Please also note that when ordering "100 piece armies" etc from this catalog, that a horse and nder counts as two places, even if moulded in one piece.  Eureka Miniatures Catalog Due Pebruary?
MUSGL06 Light Infantry archer (1) \$0.65 MUSGL07 Cappadocian/Paphlagonian, shid & jvlns \$0.65	MUSMD22 Mounted Hobilar with Lance (MC) (1) \$1.30	Eureka Miniatures Catalog Due February?\$17.60

## Miniatures: Napoleonic – 19th Century - 17

## **BATTLE HONORS**

By Tony Barton

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pillum and spears. Stick the shields at slightly different angles, and the figures look alive. (Minimum order is ten packs. Alforent angles, and the figures look alive. (Minimum order is ten packs. Alforent angles.)

	Polybian Roman	
R01	Velite with separate shield & javelin (8)	\$5.75
RO2	Hastati/Poor Princeps, standing with pilum, square armor (8)	\$5.75
RO3	Hastati/Poor Princeps, throwing pilum, square armor plate (8)	\$5.75
RO4	Princeps (or Triarii), mail shirt, standing with spear (8)	\$5.75
RO5	Triarii Kneeling to receive charge, mail shirt, spear, (8)	\$5.75
RO6	Infantry Command Group (5)	\$5.75
ROC1	Roman/Italian Cavalry, mail shirt, javelin, shield (3)	\$5.75
CGC	Use as Roman Mounted Command (3)*	
* Actu	ally Carthaginian mounted command group.	
Cart	haginian haginian	
CG1	Citizen Infantry (8) (Auxilia)	\$5.75
CG2	Citizen Infantry (8) (Auxilia)	
CG3	Libyan Spearmen (8) with long thrusting spear	\$5.75
CG4	Hannibal's Veteran Spearmen (8) with long thrusting spear	
CG5	Libyan Javelinmen (8)	
CG6	Numidian Javelinmen (8)	
CG7	Spanish Scutarii (8)	
CG8	Balearic Slingers (8)	\$5.75
CG9	Spanish Javelinmen (8)	\$5.75
<b>CG11</b>	Carthaginian Infantry Command (5)	\$5.75
CGC1		
CGC2	Libyan Cavalry (3)	\$5.75
CGC3	Spanish Cavalry (3)	\$5.75
CGC6	Carthaginian Mounted Command (3)	\$5.75
CGC7	Hannibal and Two Companions (3 mounted)	\$5.75
CGC	Elephant & Crew (this is a huge elephant)	\$18.00
	Ancient Greek	
GR7	Thracian Peltast (8)	\$5.75
GR9		
<b>GR10</b>	Thessalian Javelinmen (4 with shield, 4 with no shield.)	
	Tactica	

Revenge

## Renaissance D.B.R. by WRG

DBR Wargames Rules for Renaissance Battles The DBM rules converted at last to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th 4 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. \$18.70 DBR. ARMY LISTS BOOK 1 Covers the Great Italian Wars; the Valois-Hapsburg-Tudor Wars; Armies of the Turkish Wars; Armies of the Chinese and Japanese Wars; Armies of the Americas, and Armies of the Reformation. \$18.70 DBR ARMY LISTS BOOK 2 This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India. \$18.70 DBR ARMY LISTS BOOK 3 Armies of the Eastward Colonial Expansion

Moghul Conquest of India Moghul Conquest of India Range Market New Year Names of the Eastward Colonial Expansion and of the European Enlightenment.

818.70 DE BELLIS CIVILE Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. Include background and army lists for each battle.

\$18.70 DE BELLIS CIVILE 1644-1654 Scenarios for English Civil War battles using DBR, by WRG, set in 1644-54. This volume covers a number of small field actions and larger actions set at the end of the First Civil War such as Cropredy Bridge, Marston Moor and Naseby.

\$18.70

## Warfare in the Age of Discovery

EHQ Warfare in the Age of Discovery Miniatures rules for the Renaissance 1470 — 1680 AD. A set of intermediate level rules with extensive army lists covering the major armies of Europe covering the Italian Wars through to the Religious Wars. Also how to create scenarios and generate terrain. A mapless campaign system links battles together. Also army lists for 30 Years War, English Civil War, etc. \$36.30

## **Napoleonic** Period Chef De Bataillon

EMP CHEF DE BATAILLON A rules system that portrays tactical warfare in the Napoleonic period. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occured within the large battles in a manner previously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc.....\$55.00

## **Empire**

etc. \$50.55

Empire Campaign System Tired of having to adopt boardgames as rules for your miniatures campaigns? Not any longer! Now the Empire Campaign System brings you a Napoloenic campaign system designed exclusively with the miniatures wargamer in mind. The maneuvers into battle and pursuit hereafter all neatly tet together. With a large color map of Saxony, reduced scale game maps, campaign charts, rules, 520 counters, etc. ...\$16.50

#### **Eureka: Pirates**

## 'Avast' Range of 'Golden Age' Pirates

Exaggerated 28mm range of pirates made by E

EURPS1*	Pirate with peg leg and eye patch (pictured below)	\$2.20
EURPS1A*	Pirate with peg leg	\$2.2
EURPS2	Pirate with foot on treasure chest	\$2.2
EURPS2A*	Pirate with foot on treasure chest (pictured below left)	
EURPS3*	Pirate carrying barrel (pictured below right)	
EURPS3A*	Pirate carrying barrel	
EURPS4*	Pirate with dagger	\$2.2
EURPS4A*	Pirate with dagger	\$2.2
EURPS5*	Well dressed pirate advancing with pistol	\$2.2
EURPS5A*	Well dressed pirate advancing with pistor	
EURPS6	Pirate with hook and sword	
EURPS6A	Pirate with sword	
EURPS7	Cur with pistol and belaying pin	
EURPS8*	Cur pointing	\$2.2
EURPS9	Cur with blunderbus	\$2.20
EURPS10*	Cur ready for action	
EURPS11*	Pirate 'laying gun'	
EURPS11A*		
EURPS12	Pirate 'laying gun'	\$2.20
EURPS13	Pirate pulling on ropes	
EURPS14	Pirate pulling on ropes	\$2.20
EURPS14A		
EURPS15	Powder Monkey (Cabin Boy)	\$2.20
EURPS16*		\$2.20
EURPS17*	Cur using two handed weapon	\$2.20
EURPS18*	Pirate with peg leg and eye patch	\$2.20
BargainPack	30 randomly assorted historical pirates.	\$55.00
EURPZ1		\$55.00
EURPZ2	Zombie pirate (many variants)	\$2.20
LUNI-ZZ	Zonible phate conjurer in eastern dress	

Pirates are supplied on slot style bases inscribed with wooden planks. Grass inscribed bases can be supplied instead if requested. \*Pirates so marked have one or two open hands, so that you can add a random weapon to their hand, to make greater variety.

#### Pirate Ship & Accessories

For the exaggerated 28mm range of pirates made by Eureka miniatures

## Fire and Steel

#### Flint & Steel

COA FLINT & STEEL 1740 - 1789 RULES Brand new rules from Clash of Arms, being miniatures rules for the American Revolution and the Age of Reason. Suitable for 5mm, 10mm, 15mm, 20mm, 25mm or 30mm figures, and a sheet of top down figure stand templates is provided with the rules so that you can play even without owning any figures! The rules are comprehensive and play quickly, and give ratings and details for almost 700 individual American, British. German, French and Indian units from the American Revolution, as well as ratings on over 500 different types of units for 26 different armies between 1740-59. Performance data on over 50 kinds of artillery.

## From Valmy to Waterloo

COA FROM VALMY TO WATERLOO A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer must determine the overall objectives for the army, and on the tactical level, the player must then attempt to achieve these objectives with the figures he commands on the tabletop. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates, \$55.00 Battles of the French Revolutionary & Napoleonic Wars Vol I Has 11 diverse scenarios ranging from 179 to 1814, each with its own map, thoroughly researched Order of Battle, chain of command, victory conditions, 333.00

## In the Name of Glory

DM In the Name of Glory Napoleonic Rules Grand tactica rules that are based on overall command & control and troop morale rather than the details of combat effecting individual troops. Smallest tactical unit is a Brigade of Infantry (consisting of a minimum of 4 elements). No re-basing of figures required 30 pages.

### Off to War

DM Off to War Napoleonic Rules Each figure represents 20 foot or mounted, or 6 artillery. No re-basing necessary, Rules cover visibility, unit reaction-time tests, formations, interpenetration (skirmishers), detailed orders & changing orders, list of historical commanders & their C3 factor, various tables, etc.

## **Principles of War**

## Shako

QUA SHAKO By Arty Conlife, who brought us Spearhead and Tactica. These are multi-level Napoleonic rules that allow you to fight mid-sized Napoleonic battles using Infantry Battalions and Cavalry regiments. Or you can fight epic clashes like Waterloo using entire Divisions and Brigades. The command system emphasizes player generalship and rewards good planning. All major tactical doctrines are represented, so armies look and maneuver as they did historically. 20 Napoleonic army lists are supplied. Playable with any Basing System. Also includes Seven Years War with 9 army lists.

\$43.95
Fletds of Glory 18 scenarios, including Spanish against French in 1808, Rab 1809. Austrians against Polish in 1809, the Russians at Austerlitz, Plancenoit in Waterloo, Wavre 1815, etc. .....\$30.80

## They Died for Glory

## Warfare in the Age of Reason

EMP WARFARE IN THE AGE OF REASON 2<sup>nd</sup> Ed by The Emporer's Headquarters, an easy to learn set of miniatures rules for the 18<sup>th</sup> Century. Tactical, campaign and siege sections can be used together or separately to let you refight battles from Martborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the period. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. With army lists for the campaigns of Martborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, and the American Revolution. Has 119 tactical maps and a campaign map of Europe, India, and American Colonies. This is the all new 2<sup>nd</sup> Edition. \$33.50

\$38.50 Campaigns and Battles from the Age of Reason Seven scenarios plus how to create your own. 100 new tactical maps, army lists for Spain in Europe and the Americas, Prussia and Austria in 1757, etc........\$30.80

## 15mm Buccaneers

Each figure has up to 6 variations

VB1 Buccaneer General/Captain	\$0.65
VB2 Buccaneer Cimaroon with Musket	\$0.65
VB3 Buccaneer with pistol and cutlass	\$0.65
VB4 Buccaneer with musket held over the head	\$0.65
VB5 Buccaneer with halfpike	\$0.65
VB6 Bucanneer artillery crew	\$0.65
Bucaneer Army 8 officers, 4 Cimaroons, 52 Musketeen	s, 32 pikemen, 46 men with

## AB 15mm Napoleonics

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

## Napoleonic HaT Figures

1/72<sup>nd</sup> scale hard-plastic figures

FXHaT7013	Arabs	\$11.00
FXHaT7012	French Foreign Legion	\$11.00
FXHaT7006	Prussian Landwehr infantry (45 pieces - soft plastic)	\$11.00
FXHaT7008	Waterloo French Infantry Feb	\$11.00
FXHaT7009	Waterloo British Infantry Feb	\$11.00
FXHaT8001	French Marmalukes (12 cavalry)	\$11.00
FXHaT8002	Prussian Dragoons (12 cavalry)	\$11.00
FXHaT8005	Prussian Uhlans (12 cavalry)	\$11.00
FXHaT8006	Russian Cossacks (12 cavalry)	\$11.00
FXHaT8007	Prussian Artillery (48 pieces)	\$11.00
FXHaT8008	Brunswick Avante Guard infantry (45 pieces)	\$11.00
FXHaT8009	French Dragoons (12 cavalry)	\$11.00
FXHaT8010	Russian Artillery (48 pieces)	\$11.00
FXHaT8011	French Light Lancers (12 cavalry)	\$11.00
FXHaT8012	Russian Dragoons (12 cavalry)	\$11.00
FXHaT8013	French Imperial Horse Grenadiers	\$11.00
FXHaT8014	King's German Legion Cavalry	\$11.00
FXHaT8015	Austrian Cuirassiers	\$11.00
FXHaT8016	Russian Cuirassiers	\$11.00
FXHaT8025	Dutch Napoleonic Infantry 1/72nd Scale Due Oct	\$12.95
FXHaT8026	Brunswick Leib Napoleonic Infantry 1/72nd Scale Due Oct	\$12.95
FXHaT8028	Bavarian Infantry 1/72 <sup>nd</sup> Scale Due Oct	\$12.95
FXHaT8029	Napoleon French Chasseurş	\$11.50
FXHaT8034	French Young Guard 1/72 <sup>nd</sup> Scale Due Oct	\$12.95
	excitor survive esistent in belief you are stading to	
FXIM7210	Waterloo British Cavalry 1/72 <sup>nd</sup> Scale	\$11.95
FXIM7211	Waterloo British Artillery 1/72 <sup>nd</sup> Scale	\$11.95
FXIM7212	Waterloo French Cavalry 1/72nd Scale	\$11.95
FXIM7213	Waterloo French Artillery 1/72 <sup>nd</sup> Scale	\$11.95
FXIM0509	Taxans at the Alamo 1/72 <sup>nd</sup> Scale	\$11.95
FXIM0508	Souix Indians 1/72 <sup>nd</sup> Scale	\$11.95

#### **Tabletop Complete Armies**

Napoleonic Army Starter Set......\$88.00
Warfare in the Age of Reason Rules, and over 100 15mm French & British
excellent AB figures, incl. infantry, cavalry, artillery. Note that cavalry count as
two figures, artillery count as several pieces.

## 19<sup>th</sup> Century **Battles for Empire**

WAR Battles for Empire 1870 — 1902 Assisted by Arty Conliffe, A complete rules system for recreating the battles of British imperial conquest in miniature. Players command units of British regulars and trained colonial recruits, for fight against these invaders with Dervishes, Zulus, Pathans or Boers. No re-basing of figures required. Company sized units, integrated movement and morale system makes ambitious plans difficult to co-ordinate when under fire.

## **Brother Against Brother**

HGW Brother Against Brother American Civil War small action rules, also including optional rules for the French and Indian War. These skirmish rules are for resolving actions between company or smaller sized units. Rules for weapons and artillery have been kept basic. Has 19 cards and a few counters.

## Fire & Fury

FIRE & FURY An innovative game system using miniature ecreate battles of the American Civil War. The game emphasizes

## 18 - Miniatures: WW1, 2 & Modern

after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines' Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862, Second Bull Run 1862 and Antietam...\$35.20

## **Gunfighters, Gamblers & Villains**

Dixon Gunfighters, Gamblers & Villians of Old West 16 page set of rules that are an exciting, fast moving game which can be played by 2 or more people. You need a tape measure, pack of playing cards and figures from the Wild West. Rules are simple and include character generation, wo

## Johnny Reb III

## Mr Lincoln's War

## **Patriots & Loyalists**

WAR Patriots & Loyalists Written with the assistance of Arty Conliffe. A regimental-level game for the American Revolution which allows players to focus on battle plan execution, and to control armies as if they were Washington or Howe. Emphasizes morale and its effects on maneuver ability, unit cohesiveness in the face of enemy fire, and reactions to enemy activity. Minimal charts and factor calculations permit players to finish batter in a single evening. With scenarios. No re-basing of figures is required. Has point values for all units. Also covers the French and Indian War. ....\$35.20

## **Principles of War**

POW Principles of War Waterloo to Mons Miniatures wargames rules for regular and colonial conflicts in the 19<sup>th</sup> Century, from the end of the Napoleonic wars to the beginning of WWI. These are a complete set of rules, which again emphasise command & control. Has army lists for the major nations between 1870-80, and a selection of colonial armies, such as zulu and American Indian. New weapons include machine armies, such as zulu and American Indian. New Weapons include machinie guns.

\$29.70
Colonial Army Lists 1838 — 1915 Covers early, high and late colonial periods, with lists for Afghans, Boers, Japanese, Sikh, British, French, Mexican, Spanish, American Indians, Zulu, Peking, etc.

\$19.80
Continental Army Lists 1820 — 1869 Army lists cover Greece, Russia, Turkish, Austrian, British Crimean, Russian Crimean, US Union and US Confederate, US Cavality, etc.

\$19.80
Continental Army Lists 1870 — 1915 & Russian Civil War Covers the late 19th Century Continental armies pre-WWI, Continental armies during WWI, and the Russian Civil War.

\$19.80

## Stars 'N'Bars

EMP STARS 'N' BARS 3rd Edition. This is The Emporer's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions and even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E. Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule 

## Warpaint

EMP WARPAINT Cavalry & Indian Wars This is a popular recent release by The Emporer's Headquarters. Warpaint is s set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a characterized the frontier that was the American Wild west. It reatures a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. 13 scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. \$27.50

25 Piece 15mm Indian Army Pack	\$16,60
25 Piece 15mm US Cavalry Army Pack	\$16.60
50 Piece 15mm Indian Army Pack	\$29.70
50 Piece 15mm US Cavalry Army Pack	\$29.70
(Note, mounted Indians & Cavalry count as 2 pieces)	

HaT8004 Union Zouves infantry (45 pieces, 1/72<sup>nd</sup> scale, plastic)\$11.10

#### **Complete Armies**

American Civil War Starter Set	\$93.50
Includes a popular set of US Civil War Miniatures Rules, and excellent 15mm AB figures, with Union and Confederate soldiers, infantry, cavalry & artillery. Note that cavalry count as two figures, a several.	including

## WW1, 2 & Modern **Battleground WWII**

BATTLEGROUND WORLD WAR II RULES SET An extremely

EEE BATTLEGROUND WORLD WAR II RULES SET An extremely detailed set of skirmish World War II rules. In a 3-ring binder, includes 120 pages of rules, individual tank charts which include four 1c-hit diagrams per tank, with 20 hit locations per diagram; stats for German, Russian and American tanks, guns, artillery and infantry small arms; scenarios, rules for shipers, engineers, ramming, templates, counters. \$60.45
BATTLEGROUND ACTION PACK SET includes Battleground World War II Rules Set, 1 Squad of 10 Americans, 1 Squad of 10 Germans, 1 Sqt. Easy's Squad Buller, and dice. \$13.20
ISLANDS OF GLORY Campaign pack covering combat between American Leathernecks and 61s against the Japanese, including. Pacific War rules such as Banzai charges, jungle fighting, Japanese tank charts, beach landing rules, flamethrowers, tree snipers, booby traps, etc... \$60.45
Pury on the Fatherland Featuring US Cavalry Reconnalssance under Army from the Rhine Crossings to the war's end. US Cavalry organization 1943-45, new & improved tank charts and play sheets for the M8 and M20. German Sturm assault squads, new weapons, etc. This new version also contains 6 new US and German figures. \$66.00
Men of Honor Presents five Germand and five American heroes, with new rules for heroes and cowards, new heat of battle' rules, 10 detailed here sheets, 10 historic scenarios for the heroes presented. This new version also has 10 new metal miniatures of US & German Stur. This new version also has 10 new metal miniatures of US & German Sturin from Has 5 new Russian & German figures, history of the Battle of Narva 1944, new rules and play sheets for Russian Rifle Squad, Command, & HMG Team. Also for AT Rifle teams and shock squads, new Russian Tank charts and Russian teams. \$66.00
Tankers Challenge Has 36 detailed two-page tank charts for American, German and Russian tanks. Also a miniergame of tank versus tank. \$30.75

**Battleground Miniatures** Battlegiother Mindle September 1 September 2 September

## Challenger 2000

communication, multirole ordinance, electronic & NBC warrare, engineering, helicopter operations, air support, and much more. \$27.50

Modern Equipment Handbook Part 1 MBTs, Tank Destroyers, AFVs, Recce Vehicles, ATGWs, point values, additional rules \$27.50

Modern Equipment Handbook Part 2 SP artillery, towed artillery, ATguns, multiple launch rocket systems, battlefield support missiles, SP mortars, infantry mortars, infantry AT weapons, infantry support weapons. Nations in service, points values and additional rules \$27.50

#### Command At Sea

NO SAILOR BUT A FOOL Coastal Actions in WW II A 64 page book with

#### Command Decision III

EHQ - Command Decision III The popular WWII rules by Frank Chadwick are back in an all new 3<sup>rd</sup> Edition. These rules lift WWII miniatures combat above the skirmish level and recreates battles from the battalion to division level. Emphasis is on command-level decision making, rapid movement, and quickly developing tactical situations. Technical accuracy has been improved over previous editions and has expanded weapons charts. Basic rules, advanced rules, scenarios, campaigns, equipment lists for France, Germany, Italy, Japan, Poland, UK, USA and USSR. ......\$66.00

#### CrossFire

## Firefly

TAB FIREFLY WW2 battlegroup actions for 1/300<sup>th</sup> and 1/200<sup>th</sup> scale miniatures, based on the Challenger rules. Rules cover pre-game reconaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with

## **Gear Krieg**

DP9 GEAR KRIEG A miniatures game set in an alternate World War Two. Players take the part of field commanders, in 1939 — 1941, guiding their mixed forces of tanks, infantry and walker vehicles through various WWII scenarios. Has simple, easy to learn but realistic rules, full rules for infantry, AFVs, walkers; supports any scale from 1:35<sup>th</sup> to 1:300<sup>th</sup>, morale rules; basic tables of organisation for Germany, British Commonwealth, the US, South, the US, South, and Japan; game stats for 53 vehicles; and color counter sheet for walker vehicles. (You need your own WWII models, plus dice.) Hardcover...\$53.50

## Harpoon 4

COA HARPOON 4
The Harpoon boxed game.
Harpoon Rules The rules that come in the game.
Harpoon 4 Quickstart Rules Same as in the game.
Harpoon 4 Players Handbook The booklet contains the cha tables used with the Harpoon 4 rules. To speed play, they have a collected into this one booklet. tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet.

Harpoon Naval Review 2000 Detailed scenarios on possible conflicts in Taiwan Strait, Indian Ocean, S. America, Baltic. Articles on navies of South America, 38 ship forms, 4 aircraft forms.

Stage of Dragons Concerns conflicts among 16 nations of the Pacific Rim Brief introduction to the political and economic aspirations of those nations, 26 scenarios, many suitable for sollatine play. Fleet and airforce lists with the platforms serving those nations, plus those currently under construction. Huge data annex. Two book set.

\$88.00

White Ensign Discusses each conflict in which Royal and Commonwealth naval forces were involved from 1960 to the present day, including Yemen, Kuwait 1961 and 1990, Iceland, Falklands (twice), Borneo, etc. All ships and planes are also listed in the data annex.

\$38.50

#### **Hostile Aircraft**

GTE HOSTILE AIRCRAFT Fast paced miniatures rules for aerial combat, 1915-1920, for 1/285<sup>[R]</sup> scale model aircraft. The rules cover 306 different types of aircraft, including fighters, reconnaissance, bombers, seaplanes, used by all the major beligerants in WWI. Fight one on one duels or up to large dogfights. Planes are moved up and down stands to show their altitude in combat. Includes 2 miniatures, the Fokker Dr I Triplane and Sopwith F.1 Camel, and 2 adjustable stands.

Offensive Patrol Contains 101 historical scenarios recreated from actual fights taken from autobiographies, flight reports, etc. \$40.70 Squadron Record Book Contains pre-printed aeroplane control sheets for over 100 planes. Also model conversion tips. \$40.70

#### Panzerfaust-Armored Fist

JED PANZERFAUST-ARMORED FIST This is a reprint of the 1987 3<sup>rd</sup> Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300<sup>rd</sup>, 1/76<sup>rd</sup> or 15mm scales, these rules have a 1-1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use, so you can use them for skirmish games up to battles between opposing battaions. There are 25 pages of tank and gun charts, with every gun and tank described with footnotes, and 25 pages of unit organisations and equipment, including rately factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Frinand, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night flighting, rivers, cavalry, varying troop types, hand throom weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide.

South of the properties of the properties of the painting guide.

## **Red Baron**

EHQ RED-BARON The first set of WWI air miniatures rules to combine historical accuracy with an easily playable rules system. Game aids printed on heavy card stock give players important information. Any mistake playars make could be their last. Rules cover multiple maneuvers and talling, aces, legendary aces, rookies, mid-air collisions, fixed & pivoting guns, stalls, spins; ratings in over 20 categories for all 46 types of WWI planes currently available as miniatures. \$33.00

## Shipbase III

## Spearhead

QUA SPEAR HEAD by Arty Conhiffe. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platon. National differences are reflected. The key reasons for the German tactical superiority leg in the fighting system across the German tactical superiority leg in the fighting system across the system which an adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. In this game, players must plan their battle carefully, because they cannot change bad plans quickly includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa.

Blaze Across the Sand 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941; 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minebelts, etc. Written for Spearhead but can be used with any WWII rules set.

Where the Iron Crosses Grow 21 Eastem Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counterparts throughout the 4 years of war.

White Star Rising 17 scenarios cover the war in the West from the Normandy landings to the list organised resistance behind the Rhine. As the outnumbered Germans, can you stem the title of Allieforces? ....\$33.00

## Wings of Fire

EHQ Wings of Fire A simple, simultaneous-movement, rules set that allow you to recreate almost any WWII era air combat. Includes stats on 198 different aircraft for France, Italy, Russia, Germany, USA, England, Japan. Stresses interaction between players. Has optional rules, historical scenarios including Battle of Britain, Slege of Malta, Guadalcanal, Kursk, etc. Has cutout firing arcs, turning circles for different planes, etc. \$36.25

# Miniatures: Fantasy – Dungeons & Dragons - 19

WW2 & Modern Miniatures	WWTB39         Daimler Ale         \$7           WWTB40         Humber III A/C         \$5           WWTB41         6pdr Portee         \$1	30         WWTB12         Paratroop LMGs with crew         \$0.65           30         WWTB13         Paratroop HMGs with crew         \$0.65           30         WWTB14         Paratroop HMGs with crew         \$0.65           50         WWTB14         Paratroop pondras with crew         \$0.65
HaT Plastic Infantry — 1/72   Scale   FXH477001   WIVI German Infantry (45 pieces)   \$11.00   FXH477002   WIVI British Infantry (45 pieces)   \$11.00   FXH477002   WIVI British Infantry (45 pieces)   \$11.00   FXH477004   WIVI US Infantry (45 pieces)   \$11.00   FXH477007   WIVI US Infantry (45 pieces)   \$11.00   FXH477007   WIVI Us Infantry (45 pieces)   \$11.00   FXH477016 Australian Infantry (45 pieces)   \$11.00   FXH477017 Gurkas Infantry   \$11.00	WWTB44 Flumber II PUC. 3 WWTB44 Flopt Portee. 5 WWTB42 Bofors gun on lorry. 5 WWTB43 Ram Kangaroo. 5 WWTB44 Universal carrier 5 WWTB45 Quad 5 WWTB46 Humber staff car. 5 WWTB46 Support Suppor	30         WWTB12         Paratroop LMGs with crew         \$0.65           30         WWTB184         Paratroop mortans with crew         \$0.65           30         WWTB144         Paratroop mortans with crew         \$0.65           30         WWTB15         Paratroop PAIS with crew         \$0.65           30         WWTB15         Paratroop Gathering parachute and supplies         \$0.85           30         WWTB181         Two paratroops Gathering parachute and supplies         \$0.85           30         WWTB181         The Fait May be a compared to the compar
FXHaT7004 WV1 US Infantry (45 pieces). \$11 00 FXHaT7007 WV2 Italian Infantry (45 pieces). \$11 00 FXHaT7016 Australian Infantry. \$11 00 FXHaT7016 Australian Infantry. \$11 00	WWTB48 Bedford 30 cwt lorry \$ WWTB49 Bedford 3 ton lorry \$	.30 WWTB20 Artillery crew \$1.30
PST Plastic Kits — 1/72 <sup>th</sup> Scale — made in Russia — very nice!  FXPST01 Soviet WW2 JS-1 Heavy Tank	WWTB50         I,RDG cut down Ćhevvy.         \$1           WWTB51         LRDG jeep.         \$5           WWTB52         Scammel tank transporter.         \$1           WWTB53         6pdr & crew         \$2	30
PST Plastic Kits — 1/72th Scale — made in Russia — very nicel           FXPST01         Soviet WW2 JS-1 Heavy Tank         \$24.50           FXPST02         Soviet WW2 JS-2 1943 Model Heavy Tank         \$24.50           FXPST03         Soviet WW2 JS-2 1944 model Heavy Tank         \$24.50           FXPST04         Soviet WW2 JSU-152 Tank Destroyer         \$24.50           FXPST05         SUSL 122 Tank Destroyer         \$24.50           FXPST05         SUSL 122 Tank Destroyer         \$24.50	WVTB54 5.5 gun & crew	30         WVTR5         Anti-tank rifles with crew         \$0.65           30         WVTR6         HQ/Observers         \$0.65           30         WVTR7         Siberian Infaniry         \$0.65           30         WVTR8         Englineers/Pioneers         \$0.65
FXPST06         JSU-122 S variants of each.         \$24.50           FXPST07         JSU-152-1 variants of each.         \$24.50           FXPST08         KV-2 with 122mm gun.         \$24.50	WWTB57         S5pdr & crew         \$*           WWTB58         Moris 15 cwt lorry         \$*           WWTB59         Mr Priest SPG         \$*           WWTB60         AEC Command Vehicle         \$*           WWTB60         AEC Command Vehicle         \$*	30         WWTR8         Engineers/Ploneers         \$0.65           30         WWTP9         Two Cossack Cavalry         \$0.65           30         WWTR10         Artillery crew         \$1.30           30         SCW12         Russian Cavalry         \$0.65
FXPST09         KV-85         \$24.50           FXPST10         KV-8 Flametank         \$24.50           FXPST11         KV-1E         \$24.50           FXPST12         KV-1A         \$24.50           FXPST13         KV-1B         \$24.50           FXPST13         KV-1B         \$24.50	WVTB52   Scammer lank transporter   St   WVTB54   Spdr & crew   St   WVTB54   S.5 gun & crew   St   WVTB55   Towed 5.5 gun   St   WVTB56   S.7 A8 gun & crew   St   WVTB56   S.7 A8 gun & crew   St   WVTB56   S.7 A8 gun & crew   St   WVTB56   WVTB57   S.7 Spdr & crew   St   WVTB58   WVTB58   Worts 1.5 cwt long   St   WVTB58   WVTB58   WVTB58   WVTB58   WVTB69   S.5 SPdr & ST   WVTB69   W	30
FXPST13 KV-18 \$24.50  AER Plastic Kits — 1/72 <sup>th</sup> Scale — made in Russia — very nice!  EXAPTIG: Soviet WW2 SIL-122	WVTB65	WWTF2
AER Plastic Kits         1/72 th         Scale         — made in Russia         very nice!           FXAE06         Soviet WW2 SU-122         \$11.50           FXAE05         Soviet WW2 T-34/85 Medium Tank         \$11.50           FXAE10         Soviet WW2 SU-100 Tank Destroyer         \$11.50           FXAE14         Soviet WW2 SU-85 Tank Destroyer         \$11.50           FXAE15         Soviet WW2 SU-85 Tank Destroyer         \$11.50	WWTB65	30         WWTF6         HQ/Observers         \$0.65           30         WWTF7         Engineers/Pioneers         \$0.65           WWTF8         Two Cavalry         \$0.65           30         WWTF9         Resistance Fighters         \$0.65           30         WWTF10         Artillery Crew         \$1.30
Irregular Miniatures WW2 Micro-Armor 1/300 <sup>th</sup> Scale 6mm scale by Irregular miniatures. Not in the league of GHQ. Cast by Eureka Miniatures here in Australia. Allow 2 weeks for delivery.	IKIV2 Armadillo Mobile Pill Box	30 WWTF10 Artillery Crew \$1.30 TALIANS WWT11 Infantry advancing \$0.65
GERMAN         WWTG21         Panzer II         \$1,30           WWTG22         Panzer III         \$1,30           WWTG23         Panzer IV D         \$1,30	AMERICAN WWTA 11 Stuart WWTA 12 Grant	WWT12 LMGs with crew \$0.65
WWTG25 Panzer IV H	WVTA 12         Grant.         \$           WVTA 13         Sherman         \$           WVTA 14         Sherman DD         \$           WVTA 15         Sherman Flail         \$           WVTA 16         Sherman Flail         \$           WVTA 18         \$         \$	
WNTG26         Panther         \$1.30           WNTG27         Tiger I         \$1.30           WNTG28         Tiger II Porsche turret.         \$1.30           WWTG29         Tiger II Henschel turret.         \$1.30           WWTG30         Maus.         \$1.55	WVTA 19 M10. \$5 WVTA 20 M18. \$5 WVTA 21 M40 105nm howizer. \$5 WVTA 22 Roarbound Alex	30 AMEDICANO
WWTG30   Maus	WWTA 23 Greynound Ale \$1 WWTA 24 Staghoun,d Ale \$1 WWTA 25 M3 half track & crew \$1	.30 WWTA2 LMGs with crew
WVTG34   Hetzer		
WVTG37 Nashorn	WWTA 30         2 half ton Studebaker lorry         \$1           WWTA 31         MACK lorry         \$1           WWTA 32         Chevvy lorry         \$1           WWTA 33         Cut down Chevvy lorry         \$1	30         WVTA4         Mortars with crew.         \$0.65           30         WVTA5         Bazcokas with crew.         \$0.65           30         WVTA6         Mortars with cols.         \$0.65           30         WVTA7         Engineers with tools.         \$0.65           30         WVTA8         Engineers with flamethrower.         \$0.65           30         WVTA9         Paratroops advancing.         \$0.65           30         WVTA10         Artillery crew.         \$1.30
WMTG41 Elephant \$1.30 WMTG42 Brumbear \$1.30 WMTG43 Slurmliger \$1.30 WMTG43 Slurmliger \$1.30 WMTG45 Flakmobelvagen \$1.30 WMTG45 Flakmobelvagen \$1.30	WWTA 25 LVT (A) 1	30
WVTG45 Flakmobelwagen \$1.30 WVTG46 Sakirz 221 A/C \$1.30 WVTG47 Sakirz 222 A/C \$1.30	WWTA 37 105mm howitzer & crew. \$1 WWTA 38 Long Tom 155mm howitzer & crew. \$3 WWTA 39 Jeep. \$5 WWTA 40 Covered jeep. \$5	.30 WWT.13 'IMGs with crew \$0.65 .30 WWT.14 HMGs with crew \$0.65 .65 WWT.15 Mortars with crew \$0.65 .65 WWT.16 HQ with Standard \$0.65
WWTG46   Sdktr, 221 MC   \$1.30   WWTG46   Sdktr, 222 MC   \$1.30   WWTG48   Sdktr, 222 MC   \$1.30   WWTG48   Sdktr, 232 MC   \$1.30   WWTG48   Sdktr, 232 MC   \$1.30   WWTG50   Sdktr, 234 MC   \$1.30   WWTG50   Sdktr, 234 MC   \$1.30   WWTG50   Sdktr, 244 MC   WWTG50   Sdktr, 244 MC   WWTG50   WWTG50   Sdktr, 244 MC   WWTG50   W	WWTA 41         Recce jeep with MG         \$C           WWTA 42         Sherman Bulldozer         \$1           WWTA 43         Grant Scorpion Flail         \$1           WWTA 44         T95 Gun Motor Carriage supertank         \$1	.85         WWTJS         Mortars with crew         \$0.65           .85         WWTJB         Mortars with crew         \$0.65           .85         WWTJB         All Q with Standard         \$0.65           .80         WWTJB         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.65         \$0.65           .90         \$0.
WWTGSJ Sdk/z Flati track	WWTA	.55
WVI G55	RUSSIAN KV I. \$1 WWTR 12 KV II. \$1 WWTR 12 T4 76. \$1 WWTR 14 T54 85. \$1 WWTR 15 II. \$1	OTHER NATIONS   WVT01   Australian Infantry   \$0.65
WVI 1986   Sokiz 250/6   \$1.30   WVI 1986   Walter half track with rockets   \$1.30   WVI 1987   Walter half track with 3.7AA   \$1.30   WVI 1987   Karf SP mortar   \$3.00   WVI 1987   WVI	WWTR 17 SU 85	.30 WWT06 Chinese Infantry \$0.65 WWT07 Chinese Cavalry \$0.65 .30 WWT08 Polish Infantry \$0.65
WVTG63 Kubdwagen. \$0.65 WVTG64 Ketenkrad \$0.66 WVTG65 Motorcycle combination. \$0.65 WVTG66 Hitler's Mercedes \$1.30	WMTR 19 ISU 122 \$5 WMTR 20 ISU 152 \$5 WMTR 21 BA 64 Ale \$5	.30 WWT09 Polish MGs and crew \$0.65 30 WWT010 Polish Cavalry \$0.65 30 WWT011 Rumanian Infantry \$0.65 5 WWT012 Chelmik Infantry \$0.65
WWTG67 SDAL 116 tank transporter trailer \$1.30 WWTG68 Pak 35/38 & crew \$0.65 WWTG69 Pak 75 & crew \$1.30	WWIT 16 SU 10. 31 WWTR 20 ISU 122 35 WWTR 20 ISU 122 55 WWTR 21 BA 64 Ale. 55 WWTR 22 Katushke rocket forry. 55 WWTR 22 Katushke rocket forry. 55 WWTR 23 Katushke rocket forry. 55 WWTR 25 BT7 WWTR 25 BT7 WWTR 25 ST7 WWTR 25 ST7 S 55	WWT013
WWTG70         88mm & crew         \$1.30           WWTG71         88mm lowed         \$1.30           WWTG72         PAK 43/41 & crew         \$1.30           WWTG73         Nebelwefer & crew         \$1.30           WWTG73         Nebelwefer & crew         \$1.30	WWTR 26 SU 76	WW II Micro Starter Sets Panzerfaust Rules, and 45 Irregular 1/300th tanks, & 3 dice. Please specify
WWTG74         Large howitzer & crew.         \$1.30           WWTG75         Rail gun.         \$4.40           WWTG76         Ostwind Flak.         \$1.30           WWTG77         Opel Blitz truck with troops.         \$1.30	MISCELLANY	Russia vs Germany\$71.45
	WWTM 2         LCM tank landing craft         \$3           WWTM 3         'D class armed ferry (150mm long)         \$14           WWTM 4         50mm Bailey bridge & pontoon         \$2           WWTM 5         4 infantry in foxholes         \$0	00 USA vs Germany \$71.45 30 USA vs Germany \$71.45 40 British vs Italian \$71.45 50 British vs Germany \$71.45
WWTG79	WWTM 6         'Brewed' tank British/German/Russian/US         \$1           WWTM 7         Crashed plane         \$1           WWTM 8         Early war lorry         \$1           WWTM 9         Assault boat & crew         \$1	British vs Isalian \$71.45  British vs Germany \$71.45  British vs Japanese \$71.45  Friench vs Germany \$71.45  French vs Germany \$71.45  Modern Micro Starter Sets  Challenger 2000 rules, and 35 Irregular AFVs, 2 dice. Please specify which types you would like to receive:
TALIAN   WYT111   CV33 tankette	WVTM 1	000 types you would like, and 35 irregular AFVS, 2 dice. Please specify which types you would like to receive:         \$71.45           50 50 50 50 50 50 50 50         \$71.45
WWTI 12	WVTM 13	Soviet vs British
JAPANESE WWTJ 11 Type 97 Chi-Ha	INFANTRY & GUNS	
POLICH	WORLD WAR TWO GERMANS           WVTG1         Infantry advancing.         \$0           WVTG2         LMGs with crew.         \$0           WVTG3         HMGs with crew.         \$0           WVTG4         Mortars with crew.         \$0           WWTG5         Anti-tank rifles with crew.         \$0           WWTG6         S0         \$0	Fantasy
WWTP0I         TK3 tankette         \$0.65           WWTP02         7TP light tank         \$1.30	WWTG5	Dungeons & Dragons 3rd Ed  New range of 30mm AD&D Figures by Wizards of the Coast
FRENCH   WMTF1   Char B   \$1.30   WMTF1   H35   \$1.30   WMTF1   H35   \$1.30   WMTF1   WMTF1   Suma fank gun & crew   \$0.65   WMTF1   Souma tank   \$1.30   WMTF1   Panhard Alc   \$1.30   \$1.3	WVTGF	66
是一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个	WWTG1   S5 of similar in sinches   S5 of simil	WIZ40030   TORDEK MALE DWARVEN FIGHTER   \$6.50
WWIB21 Vickers MK VI. \$0.65 WWTB22 Vickers MK VI 'AA'. \$0.65 WWTB23 Matilda \$1.30	WWTG17 Two Paratroops Gathering parachute and supplies \$0 WWTG18 Africa Korps Infantry \$0	88         WIZ40037         DOVIS MALE HALF ELVEN BARD.         \$6.50           65         WIZ40038         VADANIA FMELA HALF ELVEN DRUID.         \$6.50           65         WIZ40039         EMBER HUMAN FEMALE MONK.         \$6.50
WWTB24         Valentine         \$1.30           WWTB25         Valentine Bishop         \$1.30           WWTB26         Crusader         \$1.30           WWTB27         Churchill         \$1.30		65         WIZ40039         EMBER HUMAN FEMALE MONK         \$6.50           65         MIZ40040         ALHANDRA HUMAN FEMALE PALADIN         \$6.50           30         WIZ40041         SOVELISS WALE ELVEN RANGER         \$6.50           WIZ40042         HENNET HUMAN MALE SONGERER         \$6.50           WIZ40043         NIBEN MALE GNOME WIZARD         \$5.25
WAATTOO Charles and balder	WORLD WAR TWO BRITISH         \$0           WWTB1         Infantly advancin,         \$0           WWTB2         LMGs with crew.         \$0           WWTB3         HM(s with crew.         \$0           WWTB4         Mortars with crew.         \$0	W1240042   HENNET HUMAN MALE SORCERER   \$6.50   W1240043   NIBEN MALE GNOME W1ZARD   \$5.25   \$6.50   W1240044   DIRE RAT   \$6.50   \$8.50   \$8.50   \$6.50   \$1.40   \$1.49   \$8.50   \$8.50   \$1.40   \$1.49   \$1.49   \$1.40   \$
WWTB32         Challenger         \$1.30           WWTB33         Sherman Firefly         \$1.30           WWTB34         Tetrach         \$1.30	WWTB5 Anti-tank rises with crew \$0 WWTB6 PLATE with crew \$0	WIZ40047 GRICK
WVTB35         Archer         \$1.55           WVTB37         Tortoise         \$1.30           WVTB37         AEC Ale         \$1.30           WVTB38         Marmont-Herrington Ale         \$1.30	WYTB7         HO/Observers.         \$5           WYTB8         Engineers with tools and mine detector.         \$0           WYTB9         Engineers with falliethrower.         \$0           WYTB10         Commandos attacking.         \$0           WYTB11         Paratroopers advancing.         \$0	65 WIZ40050 DISPLACER BEAST \$14.95 65 WIZ40051 UMBER HULK \$16.95 65 WIZ40052 TROLL \$14.95 65 WIZ40053 BEHOLDER \$10.50

## 20 - Miniatures: Blood Bowl - Clan War

WIZ40054	CELESTIAL EAGLE	\$14.95
WIZ40055	BLACK DRAGON BOXED SET Due Nov?	\$61.95
WIZ40058	HEROES (6 FIGURES) Due Feb	\$31.50
WIZ40059	MONSTERS (6 FIGURES) Due Feb	\$31.50
WIZ40090	FEMALE HALF-ELVEN SÓRCERESS Due Nov?	\$6.50
WIZ40091	FEMALE HUMAN BARBARIAN Due Nov?	\$6.50
WIZ40092	OGRE Due Nov?	\$14.40

#### **BLOOD BOWL**

game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the meanest, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Orcs team and the Reikland Reavers human team. Also has a mounted mapboard of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters. 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that no rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition.

\$46.50 BOWL COMPENDIUM Vol 3 The third magazine/pournal dedicated to Blood Bowl. 50 pages, including Bretonnian Teams, fourway Bloodbowl pitch, more talented star players, foul play and dirty tricks, some alternative rules, cheerleader additional rules.

#### **Blood Bowl Miniatures**

CIT976560	THE MARAUDERS, HUMAN TEAM	\$33.60
CIT983827	ATHELORN AVENGERS	\$33.60
CIT983834	CHAOS ALL STARS	\$43.20
CIT983841	CHAMPIONS OF DEATH	\$43.20
CIT976928	ORCLAND RAIDERS	\$33.60
CIT976911	SKAVENBLIGHT SCRAMBLERS	\$33.60
CIT976942	GALADRIETH GLADIATORS	\$33.60
CIT976935	NAGGAROTH NIGHTMARES	
CIT976867	NOBBLA BLACKWORT	\$8.65
CIT976898	SCRAPPA SOREHEAD	\$8.65
CIT984053	VARAG GHOUL CHEWER	
CIT984060	RIPPER BOLGROT	\$17.25
CIT984077	BOMBER DRIBBLESNOT	\$8.65
CIT984084	FUNGUS THE LOON	\$8.65
CIT984039	PRINCE MORANIAN	\$8.65
CIT983957		\$8.65
CITGNASH	GNASH BLACKHOOF	\$17.25
CIT983933	HTHARK THE UNSTOPPABLE	\$12.95
CIT983902	HAKFLEM SKUTTLESPIKE	\$8.65
CIT983896	BLOOD BOWL CHAOS DWARFS	
CIT983940	JORDELL FRESHBREEZE	\$8.65
CIT983872	BLOOD BOWL CHEELEADERS (3)	\$12.95

#### **ShadowForge Female Gridiron Miniatures**

SHAMP100	Female Fantasy Gridiron Team (11)	\$38.50
SHAIC104A	Female Fantasy 'Gabrielle' Gridiron Linewoman (1)	\$3.85
SHAIC104B	Female Fantasy 'Gail' Gridiron Linewoman (1)	\$3.85
SHAIC105	Female Fantasy 'Gerda' Gridiron Linewoman # 2 (1)	\$3.85
SHAIC06A	Female Fantasy 'Gilda' Gridiron Linewoman # 3 (1)	
SHAIC06B	Female Fantasy 'Glenda' Gridiron Linewoman # 3 (1)	
SHAIC107A	Female Fantasy 'Gloria' Gridiron Quarterback (1)	\$3.85
SHAIC107B	Female Fantasy 'Gwen' Gridiron Quarterback (1)	\$3.85
SHAIC108	Female Fantasy 'Greta' Gridiron Wide Receiver (1)	
SHAIC109	Female Fantasy 'Gae' Gridiron Uncertain Receiver (1)	\$3.85
SHAIC110A	Female Fantasy 'Guadalupe' Gridiron Guard (1)	\$3.85
SHAIC110B	Female Fantasy 'Gwyneth' Gridiron Guard (1)	\$3.85
SHAIC111	Female Fantasy 'Mary Lou' Gridiron Cheerleader (1)	\$3.85
SHAIC112	Female Fantasy 'Amanda' Gridiron Sports Nurse (1)	
SHAIC131	Female Fantasy 'Gunhilda' Gridiron Coach (1)	\$3.85
SHAIC132	Female Fantasy 'Gustava' Gridiron Trainer (1)	\$3.85
SHAIC133	Female Fantasy 'Mary-Ann' Gridiron Coach (1)	\$3.85
SHAIC134	Female Fantasy 'Mary-Jane' Gridiron Coach (1)	\$3.85

Please note that the 'Bunny' figures below are essentially the above plus bunny ears

SHAMP102	Female 'Bunny' Gridiron Team (11) with bunny ears, tails.	\$38.50
SHAIC113	Female Fantasy 'Barbara' Bunny Receiver (1)	\$3.85
SHAIC114	Female Fantasy 'Bella' Bunny Receiver (1)	\$3.85
SHAIC115	Female Fantasy 'Bonnie' Bunny Quarterback (1)	\$3.85
SHAIC116	Female Fantasy 'Brodie' Bunny Quarterback (1)	\$3.85
SHAIC117	Female Fantasy 'Bettina' Bunny Linewoman (1)	\$3.85
SHAIC118	Female Fantasy 'Brittany' Bunny Linewoman (1)	\$3.85
SHAIC119	Female Fantasy 'Bronwyn' Bunny Linewoman (1)	\$3.85
SHAIC120	Female Fantasy 'Belinda' Bunny Linewoman (1)	\$3.85
SHAIC121	Female Fantasy 'Beverley' Bunny Linewoman (1)	\$3.85
SHAIC122	Female Fantasy 'Brenda' Bunny Linewoman (1)	\$3.85
SHAIC123	Female Fantasy 'Bernadette' Bunny Guard (1)	\$3.85
SHAIC124	Female Fantasy 'Bronte' Bunny Guard (1)	\$3.85
SHAIC125	Female Fantasy 'Bridget' Bunny Coach (1)	\$3.85
SHAIC126	Female Fantasy 'Benita' Bunny Trainer (1)	\$3.85
SHAIC127	Female Fantasy 'Bobbi' Bunny Nurse (1)	\$3.85
SHAIC128	Female Fantasy 'Brandie' Bunny Cheerleader (1)	\$3.85
SHAIC129	Female Fantasy 'Britt' Bunny Cheerleader (1)	\$3.85
SHAIC130	Female Fantasy 'Brooke' Runny Cheerleader (1)	\$3.85

## **Cthulhu Miniatures Games**





## **CRUCIBLE**

FASA CRUCIBLE: Conquest of the Final Realm When a mythical land known as Crucible suddenly reappears, races deadlocked in a centuries-long power struggle strive to claim this new continent and dominate their enemies. Each faction desperately searches for mystical resources that could mean the difference between conquest and slavery-from the beast-spawned Tauren, who fight fiercely for any just cause; to the shunned Witches of Selene, who use their warped magic for their secret goals; to the horrific, evil Bane, who are determined to obliterate all life. But something more waits on Crucible. A forgotten race joins the battle for control of the lost land, willing to die to protect its territory-and the ancient, unimaginably powerful artifacts that seem to hold the key to every race's past

## **DRAGON HORDES**

CP Dragon Hordes A new fantasy miniatures system that comes in a book format, with bound-in uncut counters, templates, unit cards, and hundreds of color counters of various monsters. These easy to learn rules simulate combat on land, sea and air. Detailed histories of this world's six major factions. Complete army lists for beasts and war machines, incredible magical powers, options for single battle scenarios or extended campaigns.

#### De Bellis Fantasticus

DBF De Bellis Fantasticus: Here There Be Dragons These rules are a conversion for DBM, that let you play fantasy miniatures games using DBM mechanics. See the description under DBM. ....\$22.00

## **Fairy Meat**

Kenzer Fairy Meat Strictly adults only miniatures game in which cute little fairles who have been warped by evil become homicidal cannibals. The object of the game is to kill and eat other faerles, so that you can absorb their life force and magic. You need a deck of playing cards to resolve the combat, magic rules are included, has 12 full color counters of faerles, heaps of weapons counters, 24 full color fairy wings (look like butterfly wings) for you to stick on your plastic orcs(f) to turn them into ugly little fairles. Also has 8 fairy cards, dozens of live, twinkle & kill counters. You can play ten minute scenarios to complete campaigns. \$44.00

## **Grunt Deluxe**

GoB Grunt Deluxe 2nd Ed Fantasy Battles Fast paced ministures game (sold in a ziplock bag) suitable for any brand of ministures. You control on a rmy, that is defending a kingdom. You must deleast all neighboring kingdoms to win. Make alliances, but realise that these players are still competitors. 45 battle cards, castle template, 3 city templates, cut-out playing counters, rules. \$22.00

## Harlequin Miniatures

#### THE LORD OF THE RINGS FIGURES

HARL R0001	GANDALF THE GRAY (1)	\$12.45
HARLR0002	EOMIR, MARSHAL OF ROHAN (1)	
HARLR0003	BOROMIR, CAPTAIN OF GONDOR (1)	
HARLR0004	BARLIMAN BUTTERBUR (1)	\$12.50
HARLR4011	HARADRIM SPEARMEN I (3)	\$13.95
HARLR4012	HARADRIM SPEARMEN II (3)	\$13.95
HARLR4013	HARADRIM SPEARMEN COMMAND (2)	\$12.45
HARLR4014	HARADRIM SPEARMEN CHAMPION (1)	\$9.10
HARLR4015	HARADRIM ARCHERS I (3)	\$13.95
HARLR4016	HARADRIM ARCHERS II (2)	\$13.95
HARLR4017	HARADRIM ARHCERS COMMAND (2)	\$12.00
HARLR4018	HARADRIM ARCHERS CHAMPION (1)	\$9.10
HARLR5001	MEN OF WESTFOLD SWORDSMEN I(3)	\$13.05
HARLR5002	MEN OF WESTFOLD SWORDSMEN 2(3)	\$13.95
HARLR5003	MEN OF W.SWORDSMEN COMMAND (2)	
HARLR5004	MEN OF W.SWORDSMEN CHAMPION(1)	\$9.10
HARLR6001	MINAS TIRITH MAA SPEARMEN (3)	\$13.95
HARLR6002	MINAS TIRITH MAA SPEARMEN 2(3)	\$13.95
HARLR6003	MINAS TIRITH MAA COMMAND (2)	\$12.45
HARLR6004	MINAS TIRITH MAA CHAMPION(1)	\$9.10
LT MADE	Jordos of the Things	

## Hordes of the Things

HORDES OF THE THINGS A 40 page book of fast play WRG 

## Hordes of the Things 15mm Armies 15mm metal figures by Irregular Miniatures.

	Elf Army (24 Army Points)	
	Dwarf Army (24 Army Points)	
OTT	Orc Army (24 Army Points)	\$22.00
	Skeleton Army (24 Army Points)	
OTTI	Lizardmen Army (24 Army Points)	\$30.80
	Amazon Army (24 Army Points)	
OTT	Dark Dwarf Army (24 Army Points)	\$22.00
OTT	Ratmen Army (24 Army Points)	\$22.00
	Halfling Army (24 Army Points)	
SK1	Skeleton Swordsman (1)	\$0.65
SK2	Skeleton Spearman (1)	\$0.65
SK3	Skeleton Archer (1)	\$0.65
SK4	Skeleton Crossbowman (1)	\$0.65
SK5	Armored Skeleton (1)	
SK6	Skeleton Cavalry (1)	
SK7	Skeleton Chariot	
SK8	Skeleton Chief (1)	\$0.65
SK9	Skeleton Musician (1)	
SK10	Skeleton Standard Bearer (1)	\$0.65
EQ4	Skeleton War Machine and crew	\$5.50
CR1	Sorcerer/Wizard (1)	
CR2	Troll (1)	
CR3	Gaint (1)	
CR4	Wolf (1)	
CR5	Woolly Mammoth with orc crew in howdah	\$12.10
CR6	Dragon	\$12.10
CR7	Flying Demon	\$3.00
CR8	Wraith	
CR9	Lurker (1)	
CR10		
RC11	Mounted Magician	\$1.32
CR12		\$12.10
CR13		
CR14		
LM1	Lizardman Swordsman (1)	
LM2	Lizardman Spearman (1)	\$0.65
LM3	Lizardman Croschowman (1)	\$0.65
LM4	Lizardman Crossbowman (1)	\$0.65
LM5	Heavy Lizardman with Halberd (1)	\$0.65
LM6	Lizardman Cavalry (1)	\$1.43
LM7	Lizardman Chariot (1)	
LM8	Lizardman Standard Bearer (1)	
LIVIO LM9	Lizardman Drummer (1)	
	Lizardman Chief (1)	
PIAL IO	Lizaruman Onici (1)	

## Chariot Hordes of the Things 15mm Armies

Chariot HOTT Elf Army	\$21.80
Chariot HOTT Undead Army	\$46.50
Chariot HOTT Lizardmen Army.	\$46.50
Chariot HOTT Orc/Goblin Army	\$49.00
Chariot HOTT Semi-historical Egyptian Army	\$27.60

# Chariot Miniatures 15mm Fantasy True 15mm fantasy figures with exquisite detail. Allow up to 3 weeks for delivery. Minimum order of 4 packs

Lizardine		
Very detailed	, very cute lizardmen, especially the War Turtles!	
LIZ1	Lizardman General & Standard in War Turtle	\$7.25
LIZ2	Lizardmen Magicians and cauldron (3)	\$2.85
LIZ3	Lizardmen War Turtle with 2 crew with crossbow (1)	\$7.25
LIZ4	Pterosaur and crossbow rider (1)	\$2.85
LIZ5	Lizardmen with sword and shield (8)	\$4.80
LIZ6	Lizardmen with tridents (8)	\$4.80
LIZ7	Lizardmen with halberds (8)	\$4.80
LIZ8	Lizardmen with short swords (8)	\$4.80
LIZ9	Armored Lizardmen with swords and shields (8)	\$4.80
LIZ10	Dinosaurs and riders (2)	\$4.35
LIZ11	Lizardmen with crossbows (8)	\$4.80
LIZ12	Carniverous dinosaurs (4) and handler	\$2.85
Elves		
	Citadelish elves.	
ELF1	Mounted King and 2 High Elf Lancers	\$4.35

## Legend of the Five Rings Clan War

Legend of the Five Rings

AEG CLAN WAR Daimyo Basic Edition Boxed Game This is one of



Clan War Tactical Cards A deck of 50 cards...
Clan War Spell Cards A deck of 40 cards...
Desperate Journey Clan War Journal # 1 A 64 page sourceboo to Clan War, including full color photos of a game in progress and miniatures, three complete scenarios, region rules for the Shadow Shinomen Forest, consolidated rules, Anvil of Despairs storyline...
Ravages of War Clan War Journal # 2 Four complete scenarios. Kisada's quest for the Emerald Throne, region rules for two battlefix painting guide, fiction, fast hitting Unicorn army, etc.

## Clan War Miniatures

30mm metal figures.

Boxed Sets
Special note: our stocks of the following are extremely low, so please allow up to three weeks for delivery for these items:

ALD12-002 Clan War Infantry Expansion (28 unaligned metal infantry, 7 each of 4 different types, half archers,	\$69.00 half infantry)
ALD12-003 Clan War Cavalry Expansion	\$79.60
(12 unaligned metal cavalry, 6 each of 2 different riders and he	orses)
ALD12-004 Crab Army: Hida Yakamo & House Guard (13)	\$71.95
ALD12-005 Lion Army: Ikoma Ujiaki & House Guard (13)	\$71.95
ALD12-006 Crane Army: Doji Kuwanan & Doji Houseguard (13)	\$71.95
ALD12-007 Phoenix Army: Shiba Katsuda & 12 Housequard (13)	\$71.95
ALD12-008 Dragon Army: Mirumoto Taki & 12 Housequard (13)	\$71.95
ALD12-009 Unicorn Army: Shinjo Tashima, 12 Mounted Samurai	\$95.95
AID12-010 Shadowlands Army (22) Tsukuro, Kyojin, 20 Skeletons	\$86.35
ALD12-011 Naga Army (13 Naga Samurai)	\$86.35
ALD12-012 Scorpion Army Bayushi Togai & 12 House Guard	\$67.15
ALD12-014 Toturi's Army & Yoritomo's Alliance: Kamoto + 12	\$67.15

## Blister Packs Special note: our stocks of the following blister packs are extremely low, so please allow up to three weeks for delivery for these items:

ALDMMT-00	01 Movement Trays (2)	\$17.25
	I trays (each 4" x 6") with 40 magnets, each 1" square.)	
ALDMMT-00	2 Movement Travs (5)	\$43.95
(Has 5 meta	I trays (each 4" x 6") with 120 magnets, each 1" square.)	
ALD50101	CRAB: THE DAMNED (4)	\$24.75
ALD50102	CRAB: BERSERKERS (4)	\$24.75
ALD50103	CRAB: HEAVY ELITE (4)	\$24.75
ALD50104	CRAB: HIRUMA MEDIUM ELITE (4)	\$24.75
ALD50105	CRAB: HIRUMA ARCHERS (4)	\$24.75
ALD50106	CRAB: CHAMPION'S GUARD (3)	\$24.75
ALD50107	CRAB: DEFENDERS OF THE WALL (4	\$24.75
ALD50108	CRAB: KUNI WITCH HUNTERS (4)	\$24.75
ALD50109	CRAB: KAIU ENGINEERS (4)	\$24.75
ALD50110	CRAB: HIDA HOUSE GUARD (4)	\$24.75

## Miniatures: Ral Parth - Reaper - 21

ALD50150 CRAB: HEROES (3).  ALD50180 CRAB: LEGENDARY HEROES (5).  ALD50181 CRAB: ONI NO YAKAMO.  ALD50202 CRANE ELTE ARCHERS (4).  ALD50202 CRANE ELTE ARCHERS (4).  ALD50203 CRANE CANDO JI RONNARANORS (4).  ALD50205 CRANE DAIDO JI RONNARANORS (4).  ALD50206 CRANE DAIDO JI RONNARANORS (4).  ALD50208 CRANE DAIDO JI RONNARANORS (4).  ALD50208 CRANE MZU DO ADEPTS (4).  ALD502010 CRANE MZU DO ADEPTS (4).  ALD502010 CRANE ALD50205 CRANE ALD50205 CRANE TO CRANE (4).  ALD502010 CRANE ALD50205 CRANE ALD50205 CRANE TO CR	\$24.75         ALD51285         DRAGON OF AIR.         \$72.00           \$41.25         ALD51286         DRAGON OF EARTH         \$72.00           \$61.60         ALD51287         DRAGON OF FIRE         \$72.00           \$24.75         ALD5128B         DRAGON OF WATER         \$72.00           \$24.75         ALD51301         RATLING BUSHI         \$24.75           \$24.75         ALD51350         RONIN HEROES 1(2)         \$16.50           \$24.75         ALD52081         COMMAND GROUP (10)         \$82.50           \$24.75         ALD52081         COMMAND GROUP (10)         \$61.60	RAL02801 CHAOS LORD ON WAR BEAST \$12.45 RAL02806 PRINCE OF THE NORTH \$13.95 RAL02806 BONES OF THE PAST (3) ELMORE \$12.45 RAL02808 SEDUCTRESS (3) ELMORE \$17.75 RAL02808 SEDUCTRESS (3) ELMORE \$16.80 RAL02809 EYES OF AUTUM (2) ELMORE \$5.60  PARTHA GENRE  25mm metal figures, ? historical, ? fantasy, from the silver screen.
ALD50207 CRANE KENSHINZEN (4) ALD50208 CRANE MIZU DO ADEPTS (4) ALD50209 CRANE ASAHINA ARCHERS (4) ALD50210 CRANE DOJI HOUSE GUARD (4) ALD50210 CRANE DOJI HOUSE GUARD (4) ALD50250 CRANE HEROERS # 1 (3) ALD50280 LEGENDARY HEROES OF CRANE 1 (5 ALD50301 DRAGON ISE ZUMI (4) ALD50303 DRAGON FLITE MEDIUMS (4) ALD50303 DRAGON ELITE MEDIUMS (4) ALD50305 DRAGON ACASHA FIREBLOSSOMS(4) ALD50305 DRAGON ACASHA FIREBLOSSOMS(4) ALD50307 DRAGON TATTOOCD MADMEN (4) ALD50307 DRAGON TATTOOCD MADMEN (4) ALD50308 DRAGON FUNDAMEN (4) ALD50309 DRAGON FUNDAMEN (4) ALD50309 DRAGON BOUNTAINEERS (4) ALD50309 DRAGON BOUNTAINEERS (4) ALD50309 DRAGON BUNDAMEN (4) ALD50309 DRAGON BUNDAMEN (4) ALD50309 DRAGON BUNDAMEN (4) ALD50309 DRAGON BUNDAMEN (4)	\$24.75	Zomm metal rigures, 7 historical, 7 fantasy, from the silver screen.   \$9.55
ALD50306 DRAGON FLAME (4).  ALD50307 DRAGON: TATTO-CD MADMEN (4).  ALD50309 DRAGON MOUNTAINEERS (4).  ALD50310 DRAGON MRUMOTAINEERS (4).  ALD50310 DRAGON MRUMOTO HOUSE GUARD 4.  ALD50315 DRAGON HEROES # 1 3).  ALD50315 DRAGON HEROES OF DRAGON (5).  ALD50381 DRAGON: TOGASH HOSHI (1).  ALD50401 LION: LIONESS LEGION (4).		25mm metal figures.  RAL10315 REFLECTIONS OF MYTH (8) \$38.35 RAL10401 ANIMALS OF AFRICA \$57.56 RAL10402 ANIMALS OF NORTH AMERICA \$47.95  Dragon of the Month Collection 25mm metal figures.
ALD50401 LION: LIONESS LEGION (4) ALD50402 LION: LION'S PRIDE (4) ALD50403 LION: IKOMA ELITE GUARDIANS (4 ALD50404 LION: IMPERIAL SENTINELS (4) ALD50405 LION: HEAVY ELITE (4). ALD50405 LION: ELITE SPEARMEN (4) ALD50407 LI	\$15.00 RAL02001 HIGH ELVES WITH SWORDS (6). \$19.15 \$24.75 RAL02002 HIGH ELVES WITH POLEARMS (6). \$19.15 \$24.75 RAL02003 HIGH ELVES WITH POLEARMS (6). \$19.15 \$24.75 RAL02003 HIGH ELVES WITH SPEARS (6). \$19.15 \$24.75 RAL02004 FIGH SEPS FIRING BOWS (6). \$19.15 \$24.75 RAL02005 FEMALE HIGH ELVES WIBOWS (6). \$19.15 \$24.75 RAL02006 HIGH ELF REGULARS WISWORDS (6). \$19.15 \$24.75 RAL02007 HIGH ELF REGULARS WISWORDS (6). \$19.15 \$24.75 RAL02007 HIGH ELF REGULARS WISWORDS (6). \$19.15 \$24.75 RAL02008 HIGH ELF REGULARS WISWORDS (6). \$19.15 \$24.75 RAL02009 HIGH ELF REGULARS WIBOWS (6). \$19.15 \$24.75 RAL02009 HIGH ELF REGULARS WIBOWS (6). \$19.15	RAL10360         VULTURE DRAGON         \$28.75           RAL10361         SEA SERPENT DRAGON         \$22.75           RAL10362         DRAGON IN FLIGHT         \$25.75           RAL10368         PARAGON         \$25.75           RAL10369         EATRAGESTRIAL DRAGON         \$26.75           RAL10365         DRAKENSTEIN'S MONSTER         \$28.75           RAL10367         MECHA DRAGON         \$32.60
ALD50409 LION: IKOMA PIKEMEN (4) ALD50410 LION: MATSU HOUSE GUARD (4) ALD50450 LION: HEROERS # 1 (3). ALD50480 LEGENDARY HEROES OF LION (5). ALD50481 LION WARCAT PRIDE. ALD50601 PHOENIX AVALANCHE GUARD (4). ALD50502 PHOENIX TOUNAM LEGION (4). ALD50503 PHOENIX VOID GUARD (4). ALD50504 PHOENIX WAWA ELITE PIKEMEN(4).	\$24.75 RAL02004 HIGH ELVES FIRING BOWS (6) \$19.15 \$24.75 RAL02005 FEMALE HIGH ELVES WIBOWS (6) \$19.15 \$24.75 RAL02006 FEMALE HIGH ELVES WIBOWS (6) \$19.15 \$24.75 RAL02007 HIGH ELF REGULARS WISWORDS (6) \$19.15 \$24.75 RAL02007 HIGH ELF REGULARS WISWORDS (6) \$19.15 \$24.75 RAL02008 HIGH ELF REGULARS WISWORDS (6) \$19.15 \$24.75 RAL02009 HIGH ELF REGULARS WIBOWS (6) \$19.15 \$24.75 RAL02009 HIGH ELF REGULARS WIBOWS (6) \$19.15 \$24.75 RAL02011 HIGH ELF REGULAR SWIBOWS (6) \$19.15 \$24.75 RAL02011 RREGULAR ELF SERGEANTS (6) \$11.20 \$34.12 RAL02012 REGULAR ELF SERGEANTS (6) \$11.20 \$41.25 RAL02013 HIGH ELVEN MTD LANCERS (2) \$22.00 \$41.25 RAL02014 HIGH ELVEN MTD LANCERS (2) \$22.00 \$24.75 RAL02014 HIGH ELF HORSE ARCHERS (2) \$19.70 \$24.75 RAL02016 HIGH ELVEN WARLORD (1) \$3.15 \$24.75 RAL02016 HIGH ELVEN WARLORD (1) \$1.50 \$24.75 RAL02016 HIGH ELVEN WARLORD (1) \$1.50 \$24.75 RAL02016 HIGH ELVEN WARLORD (1) \$1.50 \$24.75 RAL02016 HIGH ELVEN MARLORD (1) \$1.50 \$24.75 RAL02011 DWARVEN ASEMEN (6) \$1.50 \$24.75 RAL02011 DWARVEN ASEMEN (6) \$1.50 \$25 \$25 \$25 \$25 \$25 \$25 \$25 \$25 \$25 \$25	REAPER MINIATURES
ALD50505 PHOENIX ISAWA INQUISITORS (4) ALD50506 PHOENIX FIRESTORM (4) ALD50507 PHOENIX ASAKO ELITE GUARD (4) ALD50508 PHOENIX HURRICANE INITIATES(4) ALD50509 PHOENIX EARTH ELEMENTALS (4) ALD50510 PHOENIX FOR STATE (4) ALD50550 PHOENIX FROES & 1 (3) ALD50550 PHOENIX HEROES & 5 PHOENIX(5)	\$24.75 RAL02031 DWARVEN XZMEN (6) \$15.30 \$24.75 RAL02032 ELITE DWARF AXEMEN MIXED (6) \$15.30 \$24.75 RAL02033 DWARVEN WITH 2 HANDED AXES (6) \$15.30 \$24.75 RAL02034 DWARVEN CAVALRY (3) \$17.25 \$24.75 RAL02035 DWARVEN ARQUEBUSIERS (6) \$15.30 \$24.75 RAL02036 DWARVEN ARQUEBUSIERS (6) \$15.30 \$24.75 RAL02037 DWARVEN ARQUEBUSIERS (6) \$15.30 \$41.25 RAL02038 DWARF W/HAMMER (6) \$15.30 \$41.25 RAL02039 DWARF W/CROSSBOW (6) \$15.30 \$41.25 RAL02039 DWARF W/CROSSBOW (6) \$15.30	Dark Heaven Apocalypse  REA  Dark Heaven Apocalypse Boxed Game Reaper have finally released their miniatures game for use with their entire range of miniatures. Enter the fully developed world of Avalorr and explore its rich background. Command the armies of Avalorr and fill their ranks with your choice of over 250 notable characters and creatures that are detailed in the
ALD50681 CLAY SOLDIERS (10). ALD50601 UNICORN: BATTLE MAIDENS (2 MTD. ALD50602 UNICORN: SHINJOS THUNDR (2 MTD. ALD50603 UNICORN: SHINJOS HORSEBOWMEN 2 ALD50604 UNICORN: STRIDERS (4) ALD50605 UNICORN: ASHI-KRY ARCHERS (4). ALD50607 UNICORN: MOTO FANATICS (4). ALD50607 UNICORN: MOTO FANATICS (4). ALD50607 UNICORN: MOTO FANATICS (4). ALD50608 UNICORN: MOTO FANATICS (4).	14	choice of over 250 notable characters and creatures that are detailed in the 144 page rulebook. Army lists with history and background are provided for 401 different empires and kingdoms, including elves, humans (which include Sisters of the Blades Mercenary Company, Knights Templar army, Highlanders, etc), dwarves, gargoyles, vampires (army includes blood wolves, bakarathi, blood imps, etc), undead (army includes liches, ghosts, skeletons, zombies, etc), orcs (including giant scorpion riders), Dire-dead (their army includes, Reapers of the Apocalypse, Grim Reapers, Arachnoassassins, etc) and a whole range of monsters and creatures. One great aspect of the army lists are that they list exactly which code of Reaper miniatures are for that troop or character type. Also includes a novel, play aid sheet, and eight metal miniatures. \$60.00
ALD50809 UNICORN: OTAKU MDM INFANTRY (4	\$24.75 RAL02081 GOBLIN WOLF RIDER (3). \$17.25 \$24.75 RAL02140 TROLL SHAMAN & LEADER (2). \$17.25 \$24.75 RAL02140 TROLL SHAMAN & LEADER (2). \$17.25 \$24.75 RAL02141 TROLL STAMDARD & DRUMMER (2). \$17.25 \$41.25 RAL02142 TROLL ROCK THROWERS (3). \$17.25 \$41.25 RAL02143 TROLL HEAVY INFANTRY (3). \$17.25 \$41.25 RAL02144 TROLL LIGHT INFANTRY (3). \$17.25 \$41.25 RAL02145 GRE COMMANDER (1). \$10.10 \$33.00 RAL02146 GRE STANDARD (1). \$10.10 \$34.75 RAL02147 GRE HEAVY ASSAULT TROOPS (2). \$17.25	aspect of the army lists are that they list exactly which code of Reaper miniatures are for that troop or character type. Also includes a novel, play aid sheet, and eight metal miniatures
ALD50702 SHADWLDS MAGIC MUD GOBLINS (4) ALD50703 SHADOWLANDS GOBLIN LEADERS (4) ALD50705 SHADOWLANDS PLAGUE ZOMBIES (4) ALD50705 SHADOWLANDS PLAGUE ZOMBIES (4) ALD50707 SHADOWLANDS BLOODSPEAKERS (4) ALD50707 SHADOWLANDS THE LOST MOTO (2) ALD50708 SHADOWLANDS SKLETAL TROOPS(4) ALD50709 SHADOWLANDS CAUBIET TROOPS (4) ALD50709 SHADOWLANDS ON PODLINGS (6).	\$24.75 RAL02016 HIGH ELFEN WAR RECEITS (2) \$19.24.75 RAL02016 HIGH ELFEN WAR RECEITS (3) \$24.75 RAL02016 HIGH ELFEN COMMAND (3) \$2.25 \$24.75 RAL02016 HIGH ELFEN COMMAND (3) \$3.50.25 \$24.75 RAL02031 DWARVEN ENGINEERS (6) \$15.30 \$24.75 RAL02031 DWARVEN AXEMEN (6) \$15.30 \$24.75 RAL02032 DWARVEN AXEMEN (6) \$15.30 \$24.75 RAL02033 DWARVEN AXEMEN (6) \$15.30 \$24.75 RAL02033 DWARVEN STATE HANDED AXES (6) \$15.30 \$24.75 RAL02034 DWARVEN STATE HANDED AXES (6) \$15.30 \$24.75 RAL02035 DWARVEN AXEMEN (6) \$15.30 \$24.75 RAL02035 DWARVEN AXEMEN (6) \$15.30 \$24.75 RAL02037 DWARVEN AXEMEN (6) \$15.30 \$24.75 RAL02037 DWARVEN SWORDSMEN (6) \$15.30 \$24.75 RAL02037 DWARVEN SWORDSMEN (6) \$15.30 \$24.75 RAL02037 DWARVEN SWORDSMEN (6) \$15.30 \$24.75 RAL02039 DWARVEN COMMAND (4) \$15.30 \$24.75 RAL02039 DWARVEN COMMAND (4) \$15.30 \$24.75 RAL02039 DWARVEN COMMAND (6) \$15.30 \$24.75 RAL02035 GOBLIN SWORDSMEN (6) \$15.30 \$24.75 RAL02034 GOBLIN SWORDSMEN (6) \$15.30 \$24.75 RAL02144 GORG CHANDEN SWORDSMEN (6) \$15.30 \$24.75 RAL02144 GORG CHANDEN SWORDSMEN (6) \$15.25 \$24.75 RAL02144 GORG CHANDEN SWORDSMEN (6) \$15.25 \$2	REA1202         GREATER DEVIL         \$15.85           REA1205         CVCLOPS         \$11.00           REA1206         FROST GIANT         \$13.40           REA1211         DEMON         \$4.75           REA1212         GENIE         \$6.65           REA1213         WATER ELEMENTAL         \$6.65           REA1214         EARTH ELEMENTAL         \$7.20           REA1215         WIND ELEMENTAL         \$6.65
ALD50681 LEGENDARY HEROES OF UNICORN (3 ALD50682 LEGENDARY HEROES OF UNICORN 3 ALD50683 UNICORN WARDOG PACK (6) ALD50702 SHADWLANDS CORE WARRIORS (4) ALD50702 SHADWLANDS GORE WARRIORS (4) ALD50703 SHADWLANDS GORE LAEDBERS (4) ALD50704 SHADWLANDS GORE LAEDBERS (4) ALD50705 SHADWLANDS SHELETAL ARCHERS (4) ALD50707 SHADDWLANDS SHELETAL TROOPS (4) ALD50709 SHADDWLANDS SHELDST MOTO (2) ALD50701 SHADDWLANDS KELETAL TROOPS (4) ALD50711 SHADDWLANDS SHELDST HOTO (2) ALD50712 SHADDWLANDS ONE POLINGS (6) ALD50713 SHADDWLANDS ONE POLINGS (6) ALD50715 SHADDWLANDS ONE POLINGS (6) ALD50715 SHADDWLANDS ONE POLINGS (1) ALD50715 SHADDWLANDS ONE POLINGS (1) ALD50715 SHADDWLANDS WARDS (1) ALD50715 SHADDWLANDS WARDS (1) ALD50715 SHADDWLANDS WARDS (1) ALD50716 SHADDWLANDS WARDS (1) ALD50717 SHADDWLANDS WARDS (1) ALD50718 SHADDWLANDS WARDS (1) ALD50718 SHADDWLANDS WARDS (1) ALD50718 SHADDWLANDS WARDS (1) ALD50718 SHADWLANDS WARDS WAR	\$24.75 PAL92187 ANNOYED FOREXTHE COMMAND (2) \$2.10 \$41.25 RAL92188 SKELETON MOUNTED COMMAND (2) \$2.10 \$41.25 RAL92189 SKELETON FOREXTHE SWRDS(4) \$16.25 \$41.25 RAL92189 SKELETON HORSE ARCHERS (2) \$19.70	REA1274 SARCOPHAGUS \$7.20 REA1276 TREE MAN \$11.50 REA1382 VERMINITE PRIEST ON MOUNT \$11.50 REA1382 VERMINITE PRIEST ON MOUNT \$11.50
ALD50785 LESSER ONI (8) ALD50786 MOBBING GOBLINS (14) ALD50787 GOBLIN CHUCKERS (14) ALD50789 ONI NO TSUBURO (2) ALD50789 AIRLEARTH ELEMENTAL TERRORS 2. ALD508001 REMANDER ELEMENTAL TERRORS 2. ALD508001 NAGA. BUSHI (3). ALD50802 NAGA. BUSHI (3).	\$41 25         RAL02200         REAVER MARINES (6)         \$19.15           \$41 25         RAL02201         REAVERS SLAVERS (6)         \$19.15           \$41 25         RAL02201         REAVER WAR WITCHES (3)         \$19.15           \$61 60         RAL02203         BABRAINA REAVER SCOUTS (4)         \$16.25           \$41 25         RAL02203         TYRANTS: WARRIORS WIPNS (6)         \$19.15           \$41 25         RAL02205         TYRANTS: WARRIORS: SHD.SWRD(6)         \$19.15           \$28 88         RAL02206         TYRANTS: WARVIORS: WISPEARS 4         \$16.25           \$28 88         RAL02207         TARARISA FOOT COMMAND (3)         \$16.25	REA1395         MOUSLING WARRIOR ON MOUNT.         \$11.50           REA1397         VERMINITE GUARD.         \$2.65           REA1372         VERMINITE SERGEANT         \$2.66           REA1373         VERMINITE WITH RIFLE         \$2.65           REA1374         VERMINITE WITH RIFLE         \$2.65           REA1375         VERMINITE ASSASSIN         \$2.65           REA1376         MOUSLING MUSKATEER         \$2.65           MOUSLING WENCH.         \$2.85           MOUSLING WENCH.         \$2.85
ALD50802 NAGA BOWMÉN (3) ALD50803 NAGA SPEARMEN (3) ALD50804 NAGA TEMPLE GUARDIANS (3) ALD50805 NAGA AKASHAS TYPHOON (2) ALD50806 NAGA VIPERS (3) ALD50807 NAGA THE RES (3) ALD50807 NAGA RATHERS (3) ALD50807 NAGA RATHERS (3) ALD50807 NAGA RATHERS (3) ALD50807 NAGA SHADOWSLAYERS (3) ALD508010 CRAB SHAHADETS LEGION (2) ALD50809 NAGA SHADES # 1 (2) ALD50809 NAGA SHADES \$ # 1 (2)	\$28.88 RAL02208 TYRANT BERSERKERS (4) \$16.25 \$28.88 RAL02209 TYRANT SHIELD MAIDENS (4) \$16.25 \$24.75 RAL02209 TYRANT SHIELD MAIDENS (4) \$16.25 \$24.75 RAL02210 TYRANT CHOSSBOWMEN (4) \$18.25 \$28.88 RAL02211 TYRANT CHAMPION (1) \$8.1% \$28.88 RAL02212 SAVAGES. BOWMEN (6) \$19.15 \$28.88 RAL02213 SAVAGES. SKIRMISHERS (6) \$19.15 \$28.88 RAL02214 BARBARIAN TRACKER WWARBEASTS. \$16.25 \$20.50 RAL02215 BARBARIAN TRACKER WWARBEASTS. \$16.25 \$24.75 RAL02216 HORSE LORDS LANCERS (2) \$19.15	REA1375 VERMINI E ASSASSIN \$2.05 REA1376 MOUSLING MUSKATEER \$2.65 REA1377 MOUSLING MUSKATEER \$2.65 REA1378 MOUSLING MISCAN WACCORDIAN \$2.85 REA1389 MOUSLING SCOUT ON SCOOTER \$2.85 REA1380 MOUSLING SCOUT ON SCOOTER \$2.85 REA1382 FEMALE RABBIT \$2.25 REA1382 FEMALE RABBIT \$2.25 REA1802 FAMILIAR PACK (6) \$7.65 REA1802 FAMILIAR PACK (6) \$7.65 REA1809 LYCANTHROPE PACK \$2. \$9.55 REA1809 LYCANTHROPE PACK \$7.20 REA1801 UNDEAD PACK \$1. \$9.55 REA1811 UNDEAD PACK \$1. \$9.55 REA1813 SKELETON WARRIORS \$9.55 REA1815 VAMPIRES & DAMSELS \$9.55 REA1816 GOBLINS & LEADER \$9.55 REA1816 GOBLINS & LEADER \$9.55 REA1816 ORC WAR PARTY \$9.55 REA1817 VAMPIRES & DAMSELS \$9.55 REA1818 ORC WAR PARTY \$9.55 REA1819 ORC WAR PARTY SORPION \$18.80 ORC WAR PARTY ANT SCORPION \$13.35 REA1822 ELITE ELF WARRIORS \$14.35 REA1822 ELITE ELF WARRIORS \$14.35 PART HEAVEN \$14.35
ALDS0850 NAGA HEROES # 1 (2)  ALDS0851 NAGA HEROES # 3 (3)  ALDS0852 NAGA HEROES # 3 (3)  ALDS0852 CHOSEN LEADERS OF THE NAGA # 1.  ALDS0851 NAGA RADARAST CONSTRICTOR  ALDS0951 SCORPION SHACK (4)  ALDS0901 SCORPION SHACK (A)  ALDS0903 SCORPION SHACK (A)  ALDS0903 SCORPION SHACK (A)  ALDS0903 SCORPION NINJA BOWMEN (4)	\$24.75         RAI.02217         AMAZON HORSE ARCHERS (3)         \$19.15           \$28.88         RAI.02218         BARBARIAN MOUNTED COMMAND (2)         \$22.00           \$41.25         RAI.02219         LIGHT HORSE ARCHERS (2)         \$19.70           \$51.15         RAI.02220         REGULAR CAW WITH SPEAR (2)         \$19.70           \$24.75         RAI.02221         BARBARIAN HORSE LORD PRIESTESS         \$18.20           \$24.75         RAI.02222         DARK WIZARDS (3)         \$22.00           \$24.75         RAI.02223         THE PROMISED ONE         \$22.00           \$24.75         RAI.02230         CHAOS IMPERIUM COMMAND (3)         \$15.25	REA1802 PAULIAN FALV (01 # 2
ALDS0905 SCORPION: CRIMSON LEGION (4) ALDS0906 SCORPION STAW TARGETS (4) ALDS0907 SCORPION: BAYUSHI AMBUSHERS(4) ALDS0908 SCORPION: BAYUSHI ELITE SPEARM ALDS0900 SCORPION: BAYUSHI ELITE SPEARM ALDS09010 SCORPION: BAYUSHI HOUSE GUARD ALDS0905 SCORPION: HEROES # 1 (3) ALDS09080 LEGIONDARY HEROES OF SCORP (5) ALDS1017 TOTURI: ELITE RONIN GUARD (4)	\$24.75 RAL02231 CHAOS MISSILE TROOPS (4) \$14.35 \$24.75 RAL02232 CHAOS GUARDEMEN (4) \$13.35 \$24.75 RAL02232 CHAOS GUARDEMEN (4) \$13.35 \$24.75 RAL02234 CRIMSON DEATH AMAZONS (4) \$14.35 \$24.75 RAL02235 CHAOS IMPERIUM BERSERKERS (4) \$14.35 \$24.75 RAL02235 CHAOS IMPERIUM BERSERKERS (4) \$14.35 \$24.75 RAL02237 LISKIMISHER BEASTIMEN (4) \$14.35 \$44.75 RAL02237 LISKIMISHER BEASTIMEN (4) \$14.35 \$44.25 RAL02238 CHAOS HEAVY ASSAULT BEASTIMEN (4) \$14.35 \$24.75 RAL02239 SCROPION MAN SHOLT BEASTIMEN (4) \$14.35 \$24.75 RAL02239 SCROPION MAN SHOLT BEASTIMEN (4) \$14.35	REA1818 OR WAR PARTY \$9.85 REA1819 ORC LEADER ON GANT SCORPION 518.80 REA1820 GOBLIN WAR PARTYANT SCORPION 514.35 REA1821 DWARVEN BRIGADE 514.35 REA1822 ELITE ELF WARRIORS \$14.35 Dark Heaven 25mm Fantasy Personalities This is a magnificent range of 25mm fantasy figures, suitable for role playing or for using in your fantasy battle games. The figures are exaggerated Games Workshop style, around 30mm tall.
ALDS1002 TOTURI ELITE RONIN GUARD (4) ALDS1002 TOTURI ELITE RONIN GUARD (4) ALDS1002 TOTURI ELITE RONIN SPERRS (1) ALDS1003 TOTURI ELITE RONIN SPERRS (1) ALDS1005 TOTURI ELITE RONIN SPERRS (4) ALDS1005 TOTURI ELITE HEAVY INFO (4) ALDS1005 TOTURI ELITE HEAVY INFO (4) ALDS1007 TOTURI ELITE REAVY INFO (4) ALDS1007 TOTURI ELITE RONIN SPEARNEN 4 ALDS1007 TOTURI ALDOD GODIAGO, MORI (3) ALDS1051 TOTURI SPECTISE MARIPINOS # 2 (3) ALDS1051 TOTURI SPECTISES MARIPINES (4)	\$24.75 RAL02240 CHAOS BEASTMEN CAVALRY (2) \$16.25 \$24.75 RAL02241 CHAOS BEASTMEN CAVALRY (2) \$22.00 \$24.75 RAL02242 MOUNTED DEATH KNIGHTS LANCE(2) \$22.00 \$24.75 RAL02242 MOUNTED DEATH KNIGHTS (2) \$22.00 \$24.75 RAL02244 WRUZARDS MOUNTED & FOOT \$15.00 \$24.75 RAL02244 CHAOS WIARD SMOUNTED & FOOT \$15.00 \$24.75 RAL02245 CHAOS WAR MONKS (3) & BISHOP \$18.20 \$24.75 RAL02245 CHAOS WINGED WARD DEMONS (2) \$15.25 \$28.60 RAL02247 CHAOS WINGED WARD DEMONS (2) \$15.25 \$28.60 RAL02247 CHAOS LORD ON WARD PRAGON \$47.95 \$24.75 RAL02260 JUGGERNAUT ORCZ COMMAND \$19.70	REA2001 REAPER OF APOCALYPSE-FAMINE \$9.55
ALD50788 ONI NO TSUBURO (2) ALD50799 AIR/EARTH ELEMENTAL TERRORS 2. ALD50790 FIRE/WATER ELEMENTAL TERRORS 2. ALD50801 NAGA. BUSHI (3). ALD50802 NAGA. BOWMEN (3). ALD50802 NAGA. BOWMEN (3). ALD50804 NAGA. TEMPLE GUARDIANS (3). ALD50805 NAGA. TEMPLE GUARDIANS (3). ALD50806 NAGA. TEMPLE GUARDIANS (3). ALD50807 NAGA. RATTLERS (3). ALD50807 NAGA. SHADOWSLAYERS (3). ALD50808 NAGA. SHADOWSLAYERS (3). ALD50809 NAGA. SHADOWSLAYERS (3). ALD50809 NAGA. SHADOWSLAYERS (3). ALD50809 NAGA. SHADOWSLAYERS (3). ALD50805 NAGA. HEROES # 1 (2). ALD50805 NAGA. HEROES # 1 (2). ALD50805 NAGA. HEROES # 3 (3). ALD50805 NAGA. HEROES # 3 (4). ALD50805 NAGA. HEROES # 3 (6). ALD50805 NAGA. HEROES # 3 (6). ALD50805 NAGA. HEROES # 3 (7). ALD50805 NAGA. HEROES # 3 (8). ALD50805 NAGA. HEROES # 3 (8). ALD50806 SCOPPION: STRICE (4). ALD50806 SCOPPION: STRICE (4). ALD50807 SCOPPION: STRICE (4). ALD50809 SCOPPION: STRAW TARGETS (4). ALD50809 SCOPPION: SHADOW ASSASSING (4). ALD50809 SCOPPION: BAYUSH IAMBUSHERS (4). ALD50809 SCOPPION: BAYUSH IAMBUSHERS (4). ALD50801 TOTUR: ELITE HEAVY INFNT (4). ALD50804 TOTUR: ELITE HEAVY INFNT (4). ALD50806 SCOPPION: SCOPPION: GRAVISH IAMBUSHERS (4). ALD50807 TOTUR: ELITE HEAVY INFNT (4). ALD50808 HANDS (4). ALD50809 SCOPPION: BAYUSH IAMBUSHERS (4). ALD50809 SCOPPION: BAYUSH IAMBUSH	\$11.50   MALUZ219   SHECKMAN INCENTED   SHELETAL PEGASU   \$10.50   \$11.50	exaggerated Games Workshop style, around 30mm tall.           REA2001         REAPER OF APOCALYPSE-FAMINE         \$9.55           REA2002         REAPER OF APOCALYPSE-PLAGUE         \$9.55           REA2003         REAPER OF APOCALYPSE-PLAGUE         \$9.55           REA2003         REAPER OF APOCALYPSE-WAR         \$11.50           REA2005         BROTHER NOIRE - TOX (MAGE)         \$4.30           REA2005         BROTHER NOIRE - TOX (MAGE)         \$4.30           REA2007         DOMUR - WIZARD CASTING         \$3.80           REA2008         GARAPT HENGER CHAOS KINGHT         \$4.30           REA2010         VIAD THE IMPALER CHAOS KINGHT         \$3.80           REA2011         VIAD THE IMPALER CHAOS KINGHT         \$3.80           REA2012         HOOKED HORROR         \$3.80           REA2014         SKELETON ARCHER         \$3.80           REA2015         SKELETON ARCHER         \$3.80           REA2016         SKELETON SWORDSMAN         \$3.80           REA2017         SKELETON SWORDSMAN         \$3.80           REA2018         SKELETON SWORDSMAN         \$3.80           REA2019         GRIM REAPER         \$4.75           REA2020         GRIM REAPER         \$4.75           REA2021         <
ALD51980 LEGENDARY HEROES OF MANTIS (4)	\$24.75 RAL02289 ASSAULT ORCZ CLEAVERS (3) \$17.25 \$20.20 RAL02270 ASSAULT ORCZ HACKERS (3) \$17.25 \$24.75 RAL02271 RAVANGER BLOOD DRINK (3) \$16.26 \$24.75 RAL02271 RAVANGER BLOOD DRINK (3) \$16.26 \$24.75 RAL02273 GAGAN ORCZ MOUNTED COMMANDER \$22.00 \$24.75 RAL02274 GARGAN ORCZ MOUNTED ARCHER \$13.05 \$24.75 RAL02274 GARGAN ORCZ MOUNTED ARCHER \$17.05 \$24.75 RAL02275 GARGAN ORCZ MOUNTED ARCHER \$17.25 \$28.80 LARRY ELMORE'S COLLECTORS SERIES	REA2018         FAMILIARS (7)         \$7.20           REA2019         GRIM REAPER ON HÖRSE         \$4.75           REA2020         GRIM REAPER ON HÖRSE         \$9.55           REA2021         TARA - FEMALE THIEF         \$3.80           REA2022         ELI - FEMALE ASSASSIN         \$4.30           REA2023         TOLZAR - RIGHTEOUS FIGHTER         \$4.55           REA2024         DIVA - LADY WITH MACE         \$4.75           REA2025         KAIN - FIGHTER IN PLATE ARMOR         \$4.30           REA2026         BRIGETTE - FEMALE IN ARMOR         \$4.30           REA2027         DYNARG - SWORDSMAN         \$4.75
ALD51280 ASHIGARU LEGION (9). ALD51281 MERCENARIES MED INFANTRY (8)ALD51282 MERCENARIES HVY INFANTRY (8)	\$28.60	REA2027 D'NIARG - SWORDSMAN \$4.75 REA2028 ELISHA - FEMALE MAGE WISWORD \$3.80 REA2029 ELENA - PRINCESS MAGE \$4.30

## 22 - Miniatures: Reaper

330         SARAH - SEER         \$4.50           331         MICHELLE - FEMALE W/2 KNIVES         \$3.80           322         UNTHAR - FIGHTER WITH MACE         \$4.75           333         SIR FALKIRK - KNICHT WITH AXE         \$4.30           34         KURF - ASSASSIN         \$4.10	REA2200         JUSTINE HOLY FEMALE CLERIC         \$4.10           REA2201         NADIA OF THE BLADE         \$4.30           REA2202         WEAPONS PACK #2 (12 WEAPONS)         \$9.55           REA2203         HYDRA         \$23.95           REA2204         SETHIS: MUMMY         \$4.30	REA2359         EDWIN McANDREW         \$4.75           REA2360         CARDOLAN         \$5.30           REA2361         SKELETAL CAVALRY         \$9.55           REA2362         HIGHLANDER ZOMBIE         \$4.75           REA2363         GHOST WITH SWORD         \$4.75
333   SIR FALKIRK - KNIGHT WITH AXE   \$4.30     304   KURFF - ASSASSIN   \$4.10     305   GWENDALYN - FEMALE HEALER   \$4.75     306   NICOLE - FEMALE KNIGHT WISWORD   \$4.30     307   ELANTER - PRINCE WITH SWORD   \$4.75     308   GARGOYLE # 1   \$7.20     309   GARGOYLE # 2   \$7.20     309   GARGOYLE # 2   \$7.20     401   ERIN - MAGE CASTING FIRE   \$4.30     402   ERIN - MAGE CASTING FIRE   \$4.30     403   MERITH - FEMALE MAGE CASTING   \$4.30     404   SELEN - FEMALE PRIEST   \$4.50     405   SELEN - FEMALE PRIEST   \$4.50     406   SELEN - FEMALE PRIEST   \$4.50     407   SAMANTHA - FEMALE FIGHTER   \$4.30     408   ELQUIN - ELF PRINCE   \$4.50     409   400   400     400   400   400   400     400   400   400   400     400   400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400   400     400   400     400   400   400     400   400   400     400   400   400     400   400     400   400   400     400     400   400     400   400     400   400     400   400     400     400   400     400   400     400   400     400   400     400     400   400     400   400     400   400     400   400     400     400   400     400   400     400   400     400   400     400     400   400     400   400     400   400     400   400     400	REA2200 JUSTINE HOLY FEMALE CLERIC	REA2399 EDWIN MCANDREW  \$4.75 REA2380 CAPDOLON  REA2381 SKELETAL CAVALRY  \$9.55 REA2382 HIGHLANDER ZOMBIE  \$4.75 REA2383 GHOST WITH SWORD  \$4.75 REA2386 PROTECTOR OF SOULS  \$5.70 REA2386 DAR DIMPLEFOOT  \$4.80 REA2386 DAR DIMPLEFOOT  \$4.80 REA2386 DAR DIMPLEFOOT  \$4.80 REA2386 DAR DIMPLEFOOT  \$4.80 REA2380 DAR DIMPLEFOOT  \$4.80 REA2380 DAR DIMPLEFOOT  \$4.80 REA2380 DAR DIMPLEFOOT  \$5.70 REA2370 LUTHER BALDWIN  \$5.70 REA2371 UND REACS  \$6.80 REA2372 DIETER VON REGMON  \$4.75 REA2373 DIETER VON REGMON  \$4.75 REA2374 GARGOVLE WARRIOR  \$6.75 REA2374 GARGOVLE WARRIOR  \$6.75 REA2378 HARBROMM AXEHELM  \$6.75 REA2378 HARBROMM AXEHELM  \$6.75 REA2379 GARGOVLE WARRIOR  \$6.75 REA2379 GARGOVLE WARRIOR  \$6.75 REA2381 HARBROMM AXEHELM  \$6.75 REA2381 CONJUNIONIUS  \$6.80 REA2380 OSKAR DUNNESSEI  \$6.30 REA2381 CONJUNIONIUS  \$6.50 REA2380 OOKAR DUNNESSEI  \$6.30 REA2381 OON REMONERER  \$6.75 REA2380 OOKAR DUNNESSEI  \$6.30 REA2381 OON REMONERER  \$6.30 REA2383 OOKAR DUNNESSEI  \$6.30 REA2385 OOR REMONERER  \$6.30 REMONERER  \$6.30 REMONERER  \$7
M41     ERIN - MAGE CASTING FIRE     \$4.30       MERTH - FEMALE MAGE CASTING     \$4.30       M32     MERTH - FEMALE MAGE CASTING     \$5.30       M45     TORIN - THIEF     \$4.30       M46     SELEN - FEMALE PRIEST     \$4.50       M47     SAMANTHA - FEMALE FIGHTER     \$4.30	REA2211         SKELETON DRUMMER.         \$3.60           REA2212         ORC ON GIANT SCORPION.         \$19.15           REA2213         SKELETON WITH SCIMITAR         \$3.80           REA2214         SPIRITS         \$5.70           REA2215         GHOUL         \$3.80           REA2216         KOSMO         \$3.80	REA2370         LUTHER BALDWIN         \$5.30           REA2371         NOR KEGBREAKER         \$4.75           REA2372         DIETER VON REGMON         \$4.75           REA2373         BALAN IRONBREAKER         \$4.75           REA2374         GARGOYLE WARRIOR         \$5.70           REA2375         CONTANTINE         \$4.75           REA2376         BRAG IRONBALLS         \$4.75
M8         ELQUIN - ELF PRINCE         \$4.75           M9         LAURA WINDSONG         \$4.30           550         TRISTAN - LADY WITH PET DRAKE         \$4.30           511         CECILA - LADY TRICKSTER         \$4.30           525         FREDERICK - DWARF WITH SWORD         \$3.80           555         TEPES TREJAN - VAMPIRE LORD         \$4.30	REA2217         ROLLER GIRL.         \$3.80           REA2218         ABRAXUS         \$5.70           REA2219         DOMNU. DEMON QUEEN.         \$5.30           REA2220         HARKUS.         \$6.26           REA2221         MORRDHA: WITCH KING.         \$4.75           REA2222         SEAN: HIGHLANDER.         \$4.90	REA2376
056         DRAGOTH - UNDEAD KING ON THRONE         \$9.55           577         PIP - HALFLING WITH SLING         \$3.80           058         ELIA - HALFLING FEMALE         \$3.80           159         CALLINDRA - FEMALE ELF FIGHTER         \$4.30           060         ONASTAA - FEMALE WIZARD         \$4.75           061         OKSANA - FEMALE MAGE         \$4.75	REAZ222 SLAN, RIGHLANDER	REA2383         DWARVEN WARMASTER         \$4,75           REA2384         GORD IRONHEAD         \$4,75           REA2385         DWARVEN BEAR CAVALRY COMMAND         \$13,40           REA2386         BORIS MINGIA         \$4,75           REA2387         CAVEMAN & CAVEGIRI         \$8,25           REA2388         JALAHANDRA WARRIOR         \$5,25           REA2389         ZOMBIE CHAMPION         \$5,25
LUUIN - LI PRINCE \$4.70  LUUIN - LI LUIN - LI L	REA2229         BRAG, DWARVEN SERGEANT         \$3.80           REA2230         GWYNNETH ROANMAN FEM CENTAUR         \$7.65           REA2231         SIR MICHAEL, CAVALIER         \$4.75           REA2232         SISTER OF THE BLADE WITH MACE         \$4.55           REA2233         DANTRAG, BARBARIAN CHAMPION         \$4.55           REA2234         MONIQUE DENIOR VAMPIRE COMMDR.         \$4.55	REA2387         CAVEMAN & CAVEGIRL         \$8,25           REA2388         JALAHANDRA WARRIOR         \$5,25           REA2389         ZOMBIE CHAMPION         \$5,25           REA2390         TEMPLAR STANDARD         \$6,25           REA2391         KIMBERLEE THE FAIR         \$5,25           REA2392         LIZARDMAN SHAMAN         \$5,75           REA10003         DRAGON'S DON'T SHARE Boxed Set         \$96,00
D68         LICH QUEEN ON THRONE         \$9.55           D69         NACHTLUFTE - WINGED MONSTER         \$18.20           D71         BRIA EVIL QUEEN         \$4.30           D73         BRIA EVIL QUEEN         \$4.75           D74         LONGSHANKS - HUGE FIGHTER         \$4.75           D74         KNIGHT WITH TWO HANDED SWORD         \$4.30           D75         KATRINA - FEMALE WUZARD         \$3.80	REA2235         SISTER OF THE BIADE CAVALRY         \$13.40           REA2236         STURM JAGSTONE DWARVEN HERO         \$3.80           REA2237         BALAN IRONBREAKER DWARF CHAMP         \$3.80           REA2238         HIGHLANDER WITH AXE         \$4.30           REA2239         SISTER OF BIADE CAVALRY ARCHER         \$13.40           REA2240         BAKARATHI WARRIOR         \$6.65	REA10003 DRAGON'S DON'T SHARE Boxed Set. \$96.00 Entirely metal casting of 30mm high dwarf intent on stealing treasure, who is about to be eaten by a 15cm tall dragon that is leaning over a rock formation.  Dark Heaven 25mm Army Packs  REA5001 SKELETAL SWORDSMEN (6) \$14.35
1755         KATRINA - FEMALE WIZARD         \$3.80           706         UNDEAD WARRIOR WITH SWORD         \$4.30           977         CARNESSA - LICH QUEEN WSWORD         \$4.30           708         SKELETON WITH GREATSWORD         \$3.60           979         SKELETON WITH GREATSWORD         \$1.50           800         GOLGOTH - JUNDEAD CHAMPION         \$4.75           800         GOLGOTH - JUNDEAD CHAMPION         \$4.75	REA2241         SHAMUS ROWAN         \$4.30           REA2242         IAN MCANDREW         \$4.75           REA2243         ROBERT OMANNON         \$4.75           REA2244         LINROC BRIGHTRUNE         \$4.75           REA2245         DERLETH THE FEY         \$5.30           REA2246         ELQUIN WITH STAFF         \$5.30           REA2247         ANGUS STORMHAND         \$4.75	REA5001         SKELETAL SWORDSMEN (6)         \$14.35           REA5002         SKELETAL BOWMEN (6)         \$14.35           REA5003         SKELETAL HALBERDIERS (6)         \$14.35           REA5004         DWARVEN SWORDSMEN (6)         \$14.35           REA5005         DWARVEN CROSSBOWMEN (6)         \$14.35           REA5006         FEMALE DWARVES WITH SPEARS (6)         \$14.35           REA5007         DARK HEAVEN ARMY PACK (6)         \$14.35
	REA2247         ANGUS STORMHAND         \$4.75           REA2248         ALYSCIA.         \$5.70           REA2250         EARTH ELEMENTAL         \$11.50           REA2251         FIRE ELEMENTAL         \$11.50           REA2252         AIR ELEMENTAL         \$11.50           REA2252         AIR ELEMENTAL         \$11.50           STAPER         ELEMENTAL         \$11.50	REA5000 FEMALE DWARVES WITH SPEARS (9). \$14.35 REA5007 DARK HEAVEN ARMY PACK (6). \$14.35 REA5008 DARK HEAVEN ARMY PACK (6). \$14.35 REA5009 DARK HEAVEN ARMY PACK (6). \$14.35 REA5010 OARK HEAVEN ARMY PACK (6). \$14.35 REA5011 ORC SWORDSMEN (5). \$14.35 REA5012 ORC ARCHERS (5). \$14.35 REA5014 DWARVEN HAMMERERS (5). \$14.35 REA5014 DWARVEN HAMMERERS (5). \$14.35 REA5014 DWARVEN HAMMERERS (5). \$14.35
JARGUS         \$7.65           JOBE         UNDEAD CROSSBOWMEN         \$4.30           JOBO         DEATHMISTRESS         \$4.30           JOB         LINDIR         \$4.30           ST TARKUS         \$4.75           SY         30.70           JOS TORME, VAMPIRE         \$8.55	REA2254         SUCCUBUS         \$5.70           REA2255         GHOSTS (2)         \$6.25           REA2257         HIGHLANDER WITH SPEAR         \$4.75           REA2258         BAKARATHI ARCHER         \$6.65           REA2259         ORC WARRIOR OF KARGIR         \$4.10           REA2259         GAREB OWANNON - HIGHLANDER         \$4.10	REA5004 DWARVEN SWORDSMEN (6). \$14.35 REA5005 DWARVEN CROSSBOWMEN (6). \$14.35 REA5006 FEMALE DWARVES WITH SPEARS (6). \$14.35 REA5007 DARK HEAVEN ARMY PACK (6). \$14.35 REA5008 DARK HEAVEN ARMY PACK (6). \$14.35 REA5008 DARK HEAVEN ARMY PACK (6). \$14.35 REA50010 DARK HEAVEN ARMY PACK (6). \$14.35 REA5011 ORC SWORDSMEN (5). \$14.35 REA5011 ORC SWORDSMEN (5). \$14.35 REA5012 DWARVEN BENEFICKERS (5). \$14.35 REA5015 DWARVEN BENEFICKERS (5). \$14.35 REA5016 DWARVEN BENEFICKERS (5). \$14.35 REA5017 REA5018 DWARVEN BENEFICKERS (5). \$14.35 REA5019 ELVEN ARCHERS (5). \$14.35 REA5019 UNDEAD CROSSBOWMEN. \$14.35 REA5019 UNDEAD CROSSBOWMEN. \$14.35 REA5021 MEDIUM ARMORED WARRIORS. \$14.35 REA5021 MEDIUM ARMORED WARRIORS. \$14.35
964         PILLARS         \$9.55           995         AMGEL OF MERCY         \$10.50           996         ANGEL OF DEATH         \$7.20           997         IVAN VON HELSTEIN         \$5.70           998         SUCCUBUS CONSORT         \$5.30           999         DAR, HALFLING         \$3.80	REA2261         ARMORED KNIGHT ON HORSE         \$12.95           REA2262         BLACK OR WARRIOR         \$4.55           REA2283         TREZZNA MINOTAUR LORD         \$11.50           REA2264         YEOMAN ARCHER         \$4.75           REA2265         WILLIAM MCANDREW HIGHLANDER         \$4.10           REA2267         BRIANNA         \$4.75           REA2268         HIGHLANDER ARCHER         \$4.30           REA2268         HIGHLANDER ARCHER         \$5.00           SEA2269         LICHE LORD         \$5.70	REA5020         TEMPLAR KNIGHTS         \$14.35           REA5021         MEDIUM ARMORED WARRIORS         \$14.35           REA5022         HEAVY KNIGHTS         \$14.35           REA5023         SISTERS IN HEAVY ARMOR (5)         \$14.35           REA5024         SISTERS WITH 2 HIND SWORDS (5)         \$14.35           REA5025         SISTERS WITH 2 HIND SWORDS (5)         \$14.35           REA5026         SISTERS WITH MACES (5)         \$14.35
TRISSA CLOVERHIL.	REA228B         HIGHLANDER ARCHER         \$4.30           REA2289         LICHE LORD         \$5.70           REA2270         READICATOR         \$6.65           REA2271         HIGHLAND BAGPIPER         \$4.30           REA2272         ORC WARRIOR         \$4.30           REA2273         DEREK THE TALL         \$12.95	REA50221 LEDULM ARNORED WARRIORS \$14.35 REA5022 HEAV KNIGHTS \$14.35 REA5022 HEAV KNIGHTS \$14.35 REA5023 SISTERS IN HEAVY ARMOR (5) \$14.35 REA5024 SISTERS WITH 2 HIND SWORDS (5) \$14.35 REA5025 SISTERS WITH 2 HIND SWORDS (5) \$14.35 REA5025 SISTERS WITH 2 HIND FAILS (5) \$14.35 REA5027 ELVEN SISTERS WITH 2 HIND FAILS (5) \$14.35 REA5027 ELVEN SISTERS WITH SWORDS (5) \$14.35 REA5029 ORCS WITH AXES (6) \$14.35 REA5029 ORCS WITH AXES (6) \$14.35 REA5029 ORCS WITH AXES (6) \$14.35 REA5039 SHELETON SWITH SOMMTAR \$14.35 REA5039 HIGHLANDERS WITH SWORDS \$16.50 REA5039 HIGHLANDERS WITH SWORDS \$16.50 REA5039 TEMPLAR KNIGHTS WITH MACES(4) \$14.35 REA5039 TEMPLAR KNIGHTS WITH MACES(4) \$14.35 REA5039 TEMPLAR KNIGHTS WITH WAS \$14.35 REA5039 HIGHLANDERS 2 HIND SWRDS(4) \$14.35 REA5039 HIGHLANDERS CHAPPIONS \$16.50 REA5039 HEMPLAR KNIGHTS WITH WAS SERGEANTS(4) \$14.35 REA5047 WRAITHS (4) \$14.35 REA5049 HIGHLANDER ARCHERS \$14.35 REA5059 HIGHLANDER ARCHERS \$14.35 REA5051 REA50
106         HECKLEMEYER         \$3.80           107         SIOBHANA VAMPIRE QUEEN         \$8.60           108         MARSH TROLL         \$6.25           109         PUCK PIPERDALE         \$3.80           110         DARBY DARKLEAF         \$3.80           111         GABRIEL - VAMPIRE         \$5.30	REA2274         DERN IRONFISTS         \$3.80           REA2275         WIGLAF BERSERKER         \$4.30           REA2276         PATRICK ROWAN         \$4.30           REA2277         WARRIOR         \$4.30           REA2278         BAKARATHI SLAYER         \$6.70           REA2279         BALBEK THE MAD         \$4.75	REA5035         HIGHLANDERS WITH AXES         \$16.50           REA5036         HIGHLANDERS WITH SWORDS         \$16.50           REA5037         ARACHNO ASSASSIN CHAMPIONS         \$16.50           REA5038         TEMPLAR KNIGHTS WITH MACES(4)         \$14.35           REA5039         TEMPLAR KNIGHTS 2 HND SWRDS(4)         \$14.35           REA5040         ARACHNO ASSASSINS SERGEANTS(4)         \$14.35
111 GABRIEL - VAMPIRE     \$5.30       112 PAGNOR     \$4.30       113 LORD STEELCROSS PALADIN     \$4.76       114 GALLADON GREYCLOUD WIZARD     \$5.70       115 MISHKA WITH CAT (MYSTIC)     \$4.30       116 BATHALIAN (SQUID HEAD)     \$4.75       117 HILL TROIL     \$8.60	REA2281         CRYPT WRAITH         \$4.75           REA2282         GHOUL WARRIOR         \$4.30           REA2283         ORC WARRIOR OF KARGIR         \$4.30           REA2284         ARACHNO ASSASSIN         \$4.30           REA2285         OSVICK STRICK         \$4.30           REA2286         QUIN ROWAN         \$4.30           REA2287         ORC WARRIOR         \$4.30           ***         ***         ***	REA5047 WRAITHS (4) \$14.35 REA5049 HIGHLANDER ARCHERS \$14.35 REA5051 ORCS WITH SPEARS \$14.35  Dark Heaven Deluxe 25mm Army Packs Multipose exaggerated 25mm ligure army packs, some ligures not found anythwere else but in these packs.
18 LYTHKORR, DEMON	REA2287         ORC WARRIOR         \$4.30           REA2288         GARNUK THE OGRE         \$11.50           REA2289         OLAF WOLF WARRIOR         \$4.30           REA2290         FENRIS THE PALE         \$4.75           REA2291         GARISH MACRAE         \$4.30           REA2292         DEREK THE TALL         \$4.30	REA6001 SKELETONS WSWORSD DELUXE (5). \$14.35 REA6002 MEN AT ARMS DELUXE (6). \$14.35 REA6003 SKELETONS WSWORSD DELUXE (5). \$14.35 REA6003 MEN AT ARMS DELUXE (6). \$14.35 REA6004 MEN AT ARMS OF ANHUR DELUXE(5). \$14.35 REA6006 SKELETON ARCHERS DELUXE (5). \$14.35 REA6007 MEN AT ARMS OF ANHUR DELUXE(5). \$14.35 REA6007 HIGHLANDER ARCHER DELUXE (6). \$14.35 REA6008 HIGHLANDER ARCHER DELUXE (6). \$14.35 REA6009 ORC WARRIORS DELUXE (6). \$14.35 REA6001 DWARVEN WARRIORS DELUXE (5). \$14.35 REA6010 DWARVEN WARRIORS DELUXE (6). \$14.35 REA6011 SISTERS OF BLADE SWRD DELUXE (5). \$14.35 REA6012 SISTERS OF BLADE SWRD DELUXE (5). \$14.35 REA6013 ORCS ARCHERS DELUXE (6). \$14.35 REA6014 NIGHLANDER ELITES DELUXE (6). \$14.35 REA6016 ORCS ARCHERS DELUXE (6). \$14.35 REA6017 ORCS WITH AXES DELUXE (6). \$14.35 REA6018 DWARVEN AXEMEN DELUXE (5). \$14.35 REA6019 BLACK LEGIONARIES DELUXE (5). \$14.35 REA6019 BLACK LEGIONARIES DELUXE (5). \$14.35 REA6010 DWARVEN AXEMEN DELUXE (5). \$14.35 REA6020 DWARVEN AXEMEN DELUXE (5). \$14.35 REA6020 DWARVEN HAMMERS DELUXE (5). \$14.35 REA6020 DWARVEN HAMMERS DELUXE (5). \$14.35 REA6020 ORCS WITH SPEADSHEN DELUXE (5). \$14.35 REA6020 DWARVEN HAMMERS DELUXE (5). \$14.35 REA6020 DWARVEN HAMMERS DELUXE (5). \$14.35 REA6020 DWARVEN HAMMERS DELUXE (5). \$14.35 REA6020 DRUS WEN HERS DELUXE (5). \$14.35 REA6020 DRUS WEN HAMMERS DELUXE (5
24         ORC WARRIOR OF THE BLOODY HAND         \$4 10           25         GHOST WARRIOR         \$530           26         ARACHNO-ASSASSIN         \$4 30           27         MOUNTAIN TROLL         \$12 45           32         ZOMBIE WEREWOLF         \$6.25           35         KING NORIN         \$4.30	REA2293 MIA OF THE BLADE \$4.30 REA2294 THORONDIL ON BEAR \$13.40 REA2295 KING JURGEN \$5.70 REA2296 WIGHT \$5.70 REA2297 KABALLAH \$4.75 REA2298 DAMON, DARK WIZARD \$4.30	REA6004         MEN AT ARMS OF ANHUR OELUXE(5)         \$14.35           REA6005         SKELETAL AXEMEN DELUXE(5)         \$14.35           REA6006         SKELETAL SPEARMEN DELUXE(5)         \$14.35           REA6007         HIGHANDER ACHER DELUXE(5)         \$14.35           REA6008         HIGHLANDER CLAYMORES DELUXE(4)         \$14.35           REA6009         OR WARRIORS DELUXE(5)         \$14.35           REA6000         DWARVEN WARRIORS DELUXE(5)         \$14.35           REA6010         DWARVEN WARRIORS DELUXE(5)         \$14.35
36	REAZ299         BLACKSTING.         \$30.65           REAZ300         MOUNTED LANCER         \$13.40           REAZ301         THORONDIL, DWARF         \$4.30           REAZ302         TOBIAS, SPECTRE         \$5.70           REAZ303         MASON ROWAN.         \$4.30           REAZ304         VANESSA.         \$4.30           REAZ305         REAPIER WAR         \$6.70           REAZ306         LOR GORNA.         \$4.75	REA6011 SISTERS OF BLADE MACES DELUXE5. \$14.35 REA6012 SISTERS OF BLADE SWRD DELUXE 5. \$14.35 REA6013 HIGHLANDER ELITES DELUXE (5). \$14.35 REA6016 ORCS WITH SCIMITARS DELUXE (5). \$14.35 REA6016 ORCS ARCHERS DELUXE (5). \$14.35 REA6017 ORCS WITH AXES DELUXE (5). \$14.35
43         ELLADAN ELVEN RANGER         \$4.75           44         ERIC SWIFTBLADE SWASHBUCKLER         \$4.30           45         GARGOYLE MATRON         \$7.65           40         UNHOLY WARRIOR         \$4.30           47         SPECTRE         \$4.75           48         GUARDIAN WRAITH         \$4.75	REA2305         REAPER WAR         \$6.70           REA2306         LOR GORNA         \$4.75           REA2307         JOS GEBBLAR         \$4.75           REA2308         HURIN         \$4.30           REA2309         BATNA         \$5.30           REA2309         ST TARKUS         \$5.70	REA6018         DWARVEN AXEMEN DELUXÉ (5)         \$14.35           REA6019         BLACK LEGIONARIES DELUXÉ (5)         \$14.35           REA6020         DWARVEN HAMMERS DELUXE (5)         \$14.35           REA6021         ELIVEN ARCHERS DELUXE (5)         \$14.35           REA6024         DWARVEN SWORDSMEN DELUXE (5)         \$14.35           REA6026         ORCS WITH SPEARS DELUXE (5)         \$14.35           REA6027         ORCS WITH 2-HANDED WEAPONS DELUXE (5)         \$14.35           REA6028         PLAGUE ZOMBIES         \$14.35
49         GHOST QUEEN         \$6.00           50         RAINDANCER PEGASUS         \$13.90           51         STARMANE UNICORN         \$9.55           52         FAFNIR, BARBARIAN         \$5.70           53         KOTHMAR EVIL HIGH PRIEST         \$5.30           54         DORIAN STARBOW, ELF         \$4.75	REA2311 BLACK LEGIONNAIRE \$4.30 REA2312 VOURGHA, GORE \$11.50 REA2313 TREASURE HORDE #1. \$9.55 REA2314 GHOST \$4.30 REA2315 LIZARD MAN WARRIOR \$4.30 REA2316 BROM, BARBARIAN \$4.30	REA6027         ORCS WITH 2-HANDED WEAPONS DELUXE (5)         \$14.35           REA6028         PLAGUE ZOMBIES         \$14.35           REA6029         HIGHLANDER SPEARMEN         \$14.35           REA6030         MEN AT ARMS ARCHERS         \$14.35           REA6031         SKELETAL CROSSBOWMEN         \$14.25           REA6032         SKELETAL COMMAND         \$14.35           \$14.25         SKELETAL COMMAND         \$14.25
55         LIARA SILVERRAIN FEMALE ELF         \$4.30           56         MUMMY OF HAKIR         \$4.30           57         UNDEAD AWAKENING         \$6.00           58         ARACHON-OASSASSIN SERGEANT         \$4.55           59         DEATH STALKER         \$5.70           60         BLOOD WOLVES (2)         \$5.70	REA2317         GRIM REAPER         \$6.70           REA2318         FERACH THE FURIOUS         \$4.90           REA2319         AMATHOR         \$5.30           REA2321         TREASURE HORDE         \$5.50           REA23221         TREASURE HORDE         \$6.25           REA23221         BLACK ORC WARRIGR         \$6.25           REA2322         KLAUS TOTENHERZ         \$4.30           REA2323         TEANOR STARBROW         \$4.75	REA6033         HIGHLANDER INFANTRY         \$14.35           REA6034         WRAITHS (4)         \$14.35           REA6035         GHOULS (4)         \$14.35           TEMPLAR KNIGHTS         \$14.35           Shadow Corp 15mm Fantasy Army Packs           Figures are slightly exaggerated 15mm, afound 18mm tall.
61         DORN IRONSPIKÉ ĎWARF         \$3.60           2         KNURL HAMMERSON DWARF         \$3.60           63         AHLISSA OF THE BLADE WITH BOW         \$4.30           64         MARDA OF THE BLADE WITH BOW         \$4.50           66         KHALITH THE BLACK MUMMY KING         \$4.75           68         MONTRIG THE BLOODY DEMON PRINC         \$4.55	REA2323         FEANOR STARBROW         \$4.75           REA2324         INQUISITOR         \$4.30           REA2325         KAGUNK OGRE CHIEF         \$13.40           REA2327         ULF WOLFMANE         \$4.75           REA2328         LORATH, ORC         \$4.75           REA2329         SIOBHANA, VAMPIRE         \$4.75	Figures are slightly exaggerated 15mm, afound 18mm tall.  REA3001 UNDEAD COMMAND (8) 15MM
69         DERKES, GHOST LORD         \$5.30           71         GARRAMON, SPECTRAL LEADER         \$6.50           72         CEREBUS KEEPER OF THE GATE         \$15.30           73         SKYTHE LORD OF THE RIFT         \$4.10           74         ORC CHAMPION         \$4.10           75         HARBROMM AXEHELM DWARF KING         \$4.10	REA2330         TEMPLAR KNIGHT         \$4.30           REA2331         LIZARD MAN WITH PACK         \$12.45           REA2332         TEPES TRAJAN         \$4.50           REA2333         ORLATH HOARBEARD         \$4.75           REA2334         AMROTH STARLIGHT         \$5.30           REA2335         BLACK ORC WZ HANDED SWORD         \$6.25	REA3005         UNDEAD WITH SIDEARMS (12) 15mm.         \$9.55           REA3006         UNDEAD ARCHERS (12) 15mm.         \$9.55           REA3007         TROLL COMMAND (8) 15mm.         \$9.55           REA3009         GOBLIN COMMAND SET (10)15mm.         \$9.55           REA3009         GOBLINS WITH MACES (12)15mm.         \$9.55           REA3010         GOBLINS WITH MACES (12)15mm.         \$9.55
76         MURIEL THE JUST         \$4.30           77         TALISHA HIGHBRINGER         \$4.30           78         TEMPLAR KNIGHT WITH MACE         \$5.30           79         BAKARATHI CHAOS KNIGHT         \$6.50           80         DARK LORD         \$4.30           81         SIRTIHIS DEMON PRINCESS         \$5.70	REA2336         EMILE VAN STORME         \$5.70           REA2337         INQUISITOR         \$4.30           REA2338         STERN KESTRELMANN         \$4.30           REA2339         TEMPLAR KNIGHT         \$4.75           REA2340         UNTHAR GODSHAND         \$4.75           REA2341         STEFAN VON KRUGER         \$5.70	REA3010 GOBLINS WITH MACES (12) ISIMM \$9.55 REA3011 GOBLINS WISIDEARMS (10)15mm \$9.55 REA3012 GOBLINS WIZ HND WPNS(12)15mm \$9.55 REA3014 GOBLINS ARCHERS (12) 15mm \$9.55 REA3014 GOBLINS WOLF RIDERS (8) 15mm \$9.55 REA3016 MOUNTED BRAPERS (4) 15mm \$9.55 REA3016 MOUNTED UNDEAD WMACE(4) 15mm \$9.55
MOUNTAIN ROLL	REA2297 KABALLAH	REA3001 UNDEAD ACMMAND (8) 15MM
88 TEMPLAR KNIGHT         \$5.30           99 WEAPONS PACK #1 (12 WEAPONS)         \$9.10           99 ANGEL OF LIGHT         \$9.55           99 ARACHNO CHAMPION         \$4.10           84 TO ABYZARAN, DRAGON         \$2.107           94 LORIEN ELVEN WARMAIDEN         \$4.30	REA2348         KRISTA WAR MAIDEN         \$4.75           REA2349         JON OTTERMAN         \$4.75           REA2350         GRUNA (BARBARIAN)         \$4.75           REA2351         SATHKA         \$5.70           REA2352         VENOM (VAMPIRE)         \$5.70           REA2353         RAT SWARM         \$9.55	REA3023         DWARVEN ELITE INFANTRY(10)15mm         \$9.55           REA3024         DWARVEN PIKEMEN (10)15mm         \$9.55           REA3025         DWARVEN BERSERKERS (10)15mm         \$9.55           REA3026         DWARVES RIDING BOARS(4)15mm         \$9.55           REA3027         DWARVES RIDING PAMS (COMMAND(4))         \$9.55           REA3028         DWARVES RIDING RAMS (COMMAND(4))         \$9.55
95 BLOOD IMP CHAOS WAR (4) \$9.10 96 BLOOD IMP WAR BAND (4) \$9.10 97 BLOOD IMP LORDS (3) \$9.10 99 CLAUDIA: VAMPIRE MAIDEN \$4.75	REA2355         BRAN O'MANNON         \$ 5.30           REA2356         TA'RESK, OR'L LORD         \$ 6.25           REA2357         HIGHLANDER CAVALRY         \$ 13.40           REA2358         LARS RAGNARSON         \$ 5.70	REA3029         DWARVES RIDING RAMS W/SWORDÓ(4)         \$9.55           REA3030         DWARVES RIDING BEARS COMMND(2)         \$9.55           REA3031         DWARF CAVALRY W/SWORDS (3)         \$11.50           REA3032         DWARVES RIDING BEARS LANCES(3)         \$11.50

## Miniatures: Mordheim -Warhammer Fantasy - 23

REA3033	DWARVEN SHOCKTROOPS (10) DWARVEN SHOCKT CROSSBOWMEN(10) DWARVEN ST CAVALEY ON RAME DWARVEN ST CAVALEY ON RAME DWARF CAVWINGED SABERTOOTHS DWARF CAVWINGED SABERTOOTHS DWARF ARTILLERY DWARF MATTLERY DWARF MATTLERY GOBLIN WARTULERY GOBLIN WARTULERY GOBLIN WARTULERY GOBLIN WARTULERY GOBLIN WARTULERY ORC MORTAR AND CREW. ORC MORTAR AND CREW. ORC MORTAR AND CREW. ORC MORTAR AND CREW. ORC ORD COMMENTO) ORC SOMMENTO) ORC SOMMENTO) DRICK WITH 2 HANDED WEAPONS(10) ORCS ON SCORPIONS (2) BLACK ORC GINFANTRY (8) BLACK ORC GINFANTRY (8) BLACK ORC COMMAND (8) BLACK ORC CHAMPIONS (8) BLACK ORC CHAMPIONS (9) BLACK ORC CHAMPIONS (8) BLACK ORC CHAMPIONS (9) BLACK ORC GRORPION COMMAND(2) BLEMENTALS BARTH & FIRE (2)	\$9.55
REA3034	DWARVEN SHOCKT CROSSBOWMEN(10)	
REA3035	DWARVEN SHOCKT HANDGUNNERS(10)	
REA3036	DWARVEN ST CAVALRY ON RAMS	
REA3037	DWARF CAV/WINGED SABERTOOTHS	\$11.50
REA3038	DWARF ARTILLERY	\$11.50
REA3039	DWARF MORTAR & CREW (15mm)	\$11.50
REA3040	GOBLIN ARTILLERY	\$9.55
REA3041	GOBLIN WARWAGON	\$17.25
REA3042	UNDEAD CHARIOT	\$13.40
REA3043	ORC ARTILLERY	\$11.50
REA3044	ORC MORTAR AND CREW	\$11.50
REA3045	ORC INFANTRY (10)	\$9.55
REA3046	ORC BOWMEN (10)	\$9.55
REA3047	ORC COMMAND (10)	\$9.55
REA3048	ORCS WITH 2 HANDED WEAPONS(10)	\$9.55
REA3049	ORCS ON SCORPIONS (2)	\$13.40
REA3050	BLACK ORCS WITH POLEARMS(8)	\$9.55
REA3051	BLACK ORC INFANTRY (8)	\$9.55
REA3052	BLACK ORC ARCHERS (8)	\$9.55
REA3053	BLACK ORC COMMAND (8)	\$9.55
REA3054	BLACK ORC CHAMPIONS (8)	\$9.55
REA3055	BLACK ORCS ON SCORPIONS (2)	\$13.40
REA3056	BLACK ORC SCORPION COMMAND(2)	\$13.40
REA3057	ELEMENTALS EARTH & FIRE (2)	\$10.50
REA3058	ELEMENTALS AIR & WATER (2)	\$10.50

## Daimyo 25mm 15th Century Samurai Range

REA4001	RONIN WITH SWORD \$3.80
REA4002	KOKUJIN WITH STAFF \$3.80
REA4003	SHOGUN\$3.80
REA4004	KAZOKU \$3.80 ARMORED SAMURAI WITH SWORD \$3.80
REA4005	ARMORED SAMURAI WITH SWORD\$3.80
REA4006	
REA4007	ARMORED SAMURAI WITH SWORD\$3.80
REA4008	ARMORED SAMURAI WITH SWORD. \$3.80 ASHIGARU WITH POLEARM. \$3.80
REA4009	ASHIGARU WITH POLEARM\$3.80
REA4010 REA4011	SOHEI WITH YARI \$3.80
REA4011	SOHEI WITH TARI \$3.80
REA4013	SHOYA SMOKING PIPE \$3.80
REA4014	MONK WITH STAFF \$3.80
REA4015	MONK WITH STAFF         \$3.80           MONK WITH STAFF         \$3.80           OTOKODATE USING MARTIAL ARTS         \$3.80
REA4016	OTOKODATE USING MARTIAL ARTS \$3.80
REA4017	NINJA THROWING SHURIKEN\$3.80
REA4018	NINJA FIRING BOW \$3.80
REA4019	NINJA FIRING BOW
REA4020	NINJA WITH SWORD         \$3.80           SAMURAI IN FORMAL DRESS         \$3.80           FEMALE NINJA         \$3.80           MOUNTED SAMURAI WITH SWORD         \$5.70
REA4021	SAMURAI IN FORMAL DRESS\$3.80
REA4022	FEMALE NINJA\$3.80
REA4023	MOUNTED SAMURAI WITH SWORD\$5.70
REA4024	MOUNTED SHOGUN \$5.70 MOUNTED SHOGUN \$5.70 MOUNTED SAMURAI FIRING BOW \$5.70 ASHIGARU WITH NAGINATA. \$3.80
REA4025	MOUNTED SAMURAI FIRING BOW\$5.70
REA4026	ASHIGARU WITH NAGINATA\$3.80
REA4101	RONIN ARMY PACK (6) \$11.50
REA4102	SAMURAI ARMY PACK (6) \$11.50 SAMURAI ARMY PACK (6) \$11.50
REA4103 REA4104	SAMURAI ARMY PACK (6) \$11.50
REA4104	SAMURAI ARMY PACK (6) \$11.50 SAMURAI ARMY PACK (6) \$11.50
REA4106	ASHIGARU ARMY PACK (6)
REA4107	ASHIGARU ARMY PACK (6) \$11.50
REA4108	SOHELARMY PACK (6) \$11.50
REA4109	SOHELARMY PACK (6) \$11.50
REA4110	ASHIGARU ARMY PACK (6). \$11.50 SOHEI ARMY PACK (6). \$11.50 SOHEI ARMY PACK (6). \$11.50 MOUNTED SAMURAI ARMY PACK (3). \$14.35
REA4111	MOUNTED SHOGUN ARMY PACK (3) \$14.35
REA4112	MOUNTED SAMURAI ARMY PACK (3)\$14.35

## Mordheim

MORDHEIM City of the Damned Warhammer Fantasy goes Necromundal Mordheim, City of the Damned, a terrible place of nightmarish ruins where death awaits in every shadow. This is a tabletop skirmish game in the Warhammer Fantasy universe, where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city. Has 8 plastic human mercenaries, 10 plastic Skaven, heaps of multi-story full color stirdy card ruined buildings, with plastic doors, windows, comers; 176 page rulebook, dice, etc. —\$89.00 Blood on the Streets Contains a collection of great ruined buildings, made of full color card and plastic. Can be combined together to make a fantastic three story ruined house. —\$26.95
Town Cryer Issue # 8 A brand new mini-magazine/journal devoted to Mordheim. This issue has a Wolf Priest, scenarios, how to burn-out your foes. Bretonnian Warbands, a comic strip, etc. —\$7.25
Town Cryer Issue # 9 A battle over the Script of Sigmar, customising warbands, how to make cheap & easy terrain, seadogs, etc. ..........................\$7.25

#### Mordheim Miniatures

CIT969096	Nicodemus Special Character (1)	\$13.50
CIT965465	Possessed Magister (1)	\$11.00
CIT965441	Possessed Dark Souls (1)	\$9.00
CIT965496	Possessed Brethren (3)	\$13.50
CIT965475	Possessed (1)	\$16.00
CIT964383	Undead Vamnire (1)	\$11.00
CIT964376	Undead Necromancer (1)	\$11.00
CIT964369	Undead Human Dregs (1)	\$13.50
CIT965618	Undead Necromancer (1)	\$36.00
CIT965489	Possessed Beastmen (3)	\$13.50
CIT965434	Pit Fighter (1)	\$11.00
CIT965427	Fif Ranger (1)	\$11.00
CIT966509	Elf Ranger (1)	\$36.00
CIT965632	Sigmarite Warrior Priest (1)	\$17.00
CIT965625	Halfling Cook (1)	\$7.50
CIT965588	Halfling Cook (1)	\$11.00
CIT965670	Witch Hunter Captain (1)	\$11.00
CIT965656	Witch Hunter Elagellente (2)	\$11.50
CIT965663	Witch Hunter Flagellents (2) Witch Hunter Zealots (3)	\$13.50
CIT965649	Workpunds (2)	\$11.00
CIT965502	Warhounds (3)	\$36.00
CIT964550	Lamia Vampire	644.00
CIT965748	Middenheimer Youngbloods (2)	612 50
CIT965748	Middenheimer Captain.	611.00
CIT965762	Middenheimer Champion	611.00
	Middefineither Champion	
CIT965779	Warlock with staff (1)	511.00
CIT965717	Witch Hunter with sword (1)	\$11.00
CIT965823 CIT965816	Witch Hunters (8)	
	Witch Hunters (a)	330.00
CIT965786	Sigmarite Novice (2)	\$12.50
CIT965809	Sigmarite Matriarch (1)	\$11.00
CIT965793	Sigmarite Sister Superior (1)	\$11.00
CIT966431	Clan Eshin Rat-Ogre (1) Veskit the Executioner (1)	\$22.50
CIT966448	Veskit the Executioner (1)	\$13.50
CIT966424	Johann the Knife (1) Sigmarite Sisters (3)	\$13.50
CIT966493	Sigmarite Sisters (3)	\$13.50
CIT966455	Marienburger Youngbloods (2) Marienburger Champion (1)	\$12.50
CIT966462	Marienburger Champion (1)	\$11.00
CIT966479	Marienburger Captain (1)	\$11.00
CIT966486	Sigmarite Auger (1)	\$11.00
CIT966509	Sisters of Sigmar (8)	\$36.00
CIT966592	Freelance Knight on Foot and on Horse	\$20.50
CIT966585	Ogre Bodyguard	\$22.50
CIT966684	Skaven Warphunters (10 plastic figures)	\$22.50
CIT966639	Human Mercenaries (8 plastic figures)	\$22.50
CIT966622	Reiklander Captain (1)	\$11.00
CIT966677	Skaven Assassin Master (1)	\$11.00
CIT966615	Reiklander Champion (1)	\$11.00
CIT966608	Reiklander Youngbloods (2)	\$12.50
CIT966653	Skaven Night Runners (2)	\$12.50
CIT966646	Reiklander Youngbloods (2) Skaven Night Runners (2) Skaven Clan Eshin Sorcerer (1)	\$11.00
CIT996660	Black Skaven (1)	\$11.00

# WARHAMMER

WARHAMMER FANTASY BATTLES 6<sup>th</sup> Ed This big boxed set is the new 6th Edition Warhammer Fantasy Battles. Many improvements and additions have been made. The aim has been to refine and improve the



Warhammer Fantasy Battles Rulebook The same rulebook 

#### **Warhammer Fantasy Novels**

#### 5th Ed WARHAMMER ARMY BOOKS

WARHAMMER ARMIES: EMPIRE The new 6th Edition Army Book for



#### WARHAMMER SIEGE

WARHAMMER Siege Book This book contains complete rules for fighting siege battles in the Warhammer Fantasy world. Test your mettle as the general of a siege army as you send milighty siege towers to storm the ramparts of enemy castles, or deploy troops to grimly defend your own fortresses using rocks and cauldrons of boiling oil. Includes nine challenging scenarios, as well as easy to follow modelling advice on building your own castles....\$34.65

#### WARHAMMER SIEGE MINIATURES

CIT974412	WARHAMMER FORTESS GATEHOUSE	\$29.50
CIT974351	WARHAMMER FORTRESS WALL (1)	\$16.00
CIT974290	WARHAMMER FORTRESS TOWER (1)	\$29.50
CIT976034	WH SIEGE DEFENDERS	\$15.00
Has 1 boiling	oil cauldron, 2 rock droppers, 2 barrels, 4 buckets	of rocks, and a

## Warhammer Fantasy Miniatures

DOGS OF WAR MERCENARIES

s & druid) ....

DIT970209

WILHELM & JOHAN (2).

DIT970254

TICHI-HUICHI'S RAIDERS (Skinks on Cold Ones) (5).

DIT970247

SKINK COLD ONE RIDER (1).

DIT970230

OXAYOTI AND TENEHUNI, SKINK PROPHETS (2).

DIT970218

SKINK SHAMAN (1).

DIT970810

OGLAH KHAN'S WOLFBOYZ (5).

CIT970817

OGLAH KHAN'S WOLFBOYZ (5).

CIT971802

VESPERO'S VENDETTA (3).

CIT971862

VESPERO'S VENDETTA (3).

CIT971862

VESPERO'S VENDETTA (3).

CIT971865

VOLAND'S VENATORS (1 Mounted Knight).

CIT971865

VOLAND'S VENATORS (1 Mounted Knight).

CIT971865

VOLAND'S VENATORS (1 Mounted Knight).

CIT971865

CIT972664

RICCO'S REPUBLICAN GUARD REGIMENT (12).

CIT975692

MARKSMEN OF MIRAGLIANO REGIMENT (12).

CIT975692

MARKSMEN OF MIRAGLIANO REGIMENT (8).

CIT974474

ALCATANI FELLOWSHIP (3).

CIT974474

ALCATANI FELLOWSHIP (3).

CIT974436

MARKSMEN OF MIRAGLIANO (3).

CIT97510

BRONZINO'S GALLOPER GUN BUXED SET

CIT974436

LONG DRONG SALLOPER GUN BUXED SET

CIT974443

BRONZINO'S GALLOPER GUN BUSTER PACK

CIT974449

LONG DRONG SLAYER'S PIRATES PACK (3).

CIT975521

BRONZINO'S GALLOPER GUN BUSTER PACK

CIT974429

LUCREZZIA BELLADONNA ON HORSE

CIT973441

BIRDMAN OF CATRAZZA (1).

CIT974795

BIRDMAN OF CATRAZZA (5).

CIT974975

BIRDMAN OF CATRAZZA (1).

CIT974197

BRAGANZAS BESIERGERS (6).

CIT973591

BRAGANZAS BESIERGERS (6).

CIT973187

BRAGANZAS BESIERGERS (6).

CIT971878

BRAGANZAS BESIERGERS (6).

CIT971879

BRAGANZAS BESIERGERS (7).

CIT971899

BRAGANZAS BESIERGERS (6).

CIT971898

BRAGANZAS BESIERGERS (6).

CIT971878

BRAGANZAS BESIERGERS (6).

CIT971878

BRAGANZAS BESIERGERS (6).

CIT971898

AL MUXTAR'S DESERT DOGS (1 mounted).

CIT971899

CIT971899

CAMBINAGER PRIEST ON PALADIN (1). \$27.00 \$13.50 & LIZARDMEN
SWAMP MONSTERS (8 plastic, saurus & skink) ...
SLANN MAGE PRIEST ON PALADIN (1) ...
LIZARDMEN SAURUS (8) ...
LIZARDMEN SKINKS (10) ...
LIZARDMEN STEGADON (1) ...
SKINK ARCHER COMMAND (3) ...
SAURUS WITH SPEARS (3) ...
SKINKS WITH BOWS ...
SAURUS WITH HAND WEAPONS ...
SKINK SWELIN COMMAND (3) ...
SKINKS WITH JAVELINS (3) ...
LIZARDMAN KROXIGOR (1) ...
SAURUS TEMPLE GUARD (2) ...
LIZARDMEN SALAMANDER (1) ...
LIZARDMEN TERRADON (1) ... CIT959884 CIT999217 CIT0663 CIT993734 CIT993727 CIT993703 CIT993697 CIT993673 CIT993642 CIT991914

#### BRETONNIANS

DKELOM	NIANO	
CIT959853	KNIGHT'S RETINUE Plastic (1 mtd Knight, 4 x Archer)	\$16.00
CIT999248	LOUEN LEONCOEUR KING OF BRETON (1)	\$49.50
CIT993963	GRAIL KNIGHT STANDARD BEARER	\$13.50
CIT993970	GRAIL KNIGHT STANDARD BEARERBRETONNIAN TRUMPETER GRAIL KNIGHT	\$12.0
CIT974924	BRETONNIAN GREEN KNIGHT (1)	\$22.5
CIT0665	BRETONNIAN KNIGHTS (1)	\$16.0
CIT0667	BRETONNIAN BOWMAN (8)	\$16.0
CIT994175	BRETONNIAN KNIGHT ERRANT (1)	\$11.0
CIT994168	BRETONNIAN ERRANT CHAMPION (1)	\$11.0
CIT994151	KNIGHT ERRANT TRUMPETER	\$11.0
CIT994144	KNIGHT ERRANT BANNER BEARER (1)	\$11.0
CIT994120	MORGIANAN LE FEY ENCHANTRESS (1)	\$27.0
CIT994113	BERTRAND THE BRIGAND, HUGO, LE GROS (3)	\$22.5
CIT740086	MEN AT ARMS SPEARMEN (3)	\$13.5
CIT740093	MEN AT ARMS SPEARMEN COMMAND (2)	\$13.5
CIT993994	MEN AT ARMS CHAMPION WITH HALBERD (1)	\$11.0
CIT994076	KNIGHT OF THE REALM, STANDARD (1)	\$12.5
CIT994069	KNIGHT OF THE REALM, CHAMPION (1)	\$12.5
CIT994052	KNIGHT OF THE REALM, TRUMPETER (1)	\$12.5
CIT994045	BRETONNIAN BOWMEN (3)	\$13.5
CIT967155	BRETONNIAN BOWMEN COMMAND (2)	\$13.5
CIT994021	BRETONNIAN BOWMEN CHAMPION (1)	\$11.0
CIT740161	MEN AT ARMS, HALBERDIERS COMMND (2)	\$13.5
CIT979745	QUESTING KNIGHT TRUMPETER	\$12.5
CIT979752	QUESTING KNIGHT STANDARD BEARER	\$12.5
CIT979769	QUESTING KNIGHT CHAMPION	\$12.5
CIT975488	QUESTING KNIGHT HERO ON HORSE	\$13.5
CIT979776	REALM KNIGHT HERO W/MORNING STAR	\$12.5
CIT979783	MTD GRAIL KNIGHT HERO W/2 HANDED SWORD	\$13.5
CIT979790	QUESTING KNIGHT HERO WITH LANCE	\$12.5
CIT981243	QUEST KNIGHT HERO ON FOOT (1)	\$11.0
CIT981250	QUEST KNIGHT HERO ON FOOT (1)	\$11.0
CIT981267	TRISTAN THE TROUBADOR & JULES THE JOKER (2)	\$22.5
CIT981274	BARON ODO D'OUTREMER ON HORSE (1)	\$18.0
CIT981281	SULIMAN LE SARACEN ON HORSE (1) BRETONNIAN MOUNTED SQUIRE HORNBLOWER	\$18.0
CIT988952	BRETONNIAN MOUNTED SQUIRE HORNBLOWER	\$11.0
CIT988969	BRETONNIAN MTD SQUIRE STANDARD BEARER	\$11.0
CIT988976	BRETONNIAN MTD SQUIRE CHAMPION	\$11.0
CIT988983	BRETONNIAN MOUNTED SQUIRE (1)	\$11.0
CIT988990	BRETONNIAN GRAIL KNIGHT ON FOOT (1)	\$11.0
CIT991624	MOUNTED BRETONNIAN SORCERESS (1)	\$13.5
CIT991631	BRETONNIAN SORCERESS ON FOOT (1)	\$11.0
CIT991648	REPANSE DE LYONESE (1)	\$22.5
CIT993987	BRETONNIAN GRAIL KNIGHT ON HORSE CHAMP (1)	\$13.5
CIT994137	BRETONNIAN MEN AT ARMS HALBERDS (3)	\$13.0
CIT994106	BRETONNIAN MAN AT ARMS HALBERDS (3)	513.5
CIT994083	BRETONNIAN MAN AT ARMS CHAMPION W/SPEAR	\$11.0
CIT993956	GRAIL KNIGHT (1)	\$13.5
CIT981243	QUESTING KNIGHT HERO ON FOOT (1)	\$17.0
CIT979738	BRETONNIAN SQUIRES WITH BOWS	\$13.5
CIT979714	BRETONNIAN SQUIRE COMMAND ON FOOT (2)	\$12.5
CIT979721	BRETONNIAN SQUIRE CHAMPION ON FOOT	\$17.0
CIT979332	QUESTING KNIGHT (1)	\$13.5

CIT979332 QUESTING KNIGHT (1)	13.
SKAVEN BOXED SETS	
CIT960682 SKAVEN CLANRATS REGIMENT (20 multipart plastic figs)	\$31.5
CIT981755 SKAVEN CLAN RATS REGIMENT (20 plastic figures)	\$31.5
CIT999293 SKAVEN DOOMWHEEL (1)	\$49.5
CIT999286 SKAVEN SCREAMING BELL (1)	\$49.5
CIT0746 SKAVEN WARRIORS (8)	\$16.0
SKAVEN BLISTERS	

CIT967810	SKAVEN VERMIN LORD	\$27.0
	SKAVEN CHAMPION (1)	\$13.5
	PLAGUE MONK COMMAND (2)	\$12.5
	SKAVEN WARRIORS (3)	\$13.5
		\$13.5
	SKAVEN SLAVES WITH HAND WEAPONS	(4)\$13.5
CIT981298	SKAVEN SLAVES WITH SLINGS (4)	\$13.5
	SKAVEN SLAVES COMMAND (3)	\$13.5
	SKAVEN WARLORD (1)	\$13.5
CIT995677	STORMVERMIN (3)	\$14.5
CIT995677	STORMVERMIN COMMAND (2)	\$12.5
	STORMVERMIN CHAMPION (1)	\$11.0

# 24 - Miniatures: Warhammer Fantasy

CIT995680 SKAVEN PLAGUE MONKS (3)	HIGH ELF BOXED SETS CIT959839	CIT990733 EMPIRE REIKSGARD CHAMPION (1) \$11.00 CIT991938 RUTGAR EMPIRE GENERAL \$18.00 CIT994182 EMPIRE FLAGELLENTS (2) \$12.50 CIT994212 HANDGUNNERS (3) \$13.50 CIT994236 EMPIRE REIKSGARD (2) \$12.50 CIT994311 EMPIRE HALFLING BOWMEN (4) \$13.50
CIT998615 CLAN MOULDER PACK MASTERS (1)   \$13.50	CIT990352 HIGH ELF REAVER KNIGHTS ELLYRIAN \$36.00 CIT990054 HIGH ELF ITRANOC CHARIOT \$36.00 HIGH ELF BLISTERS CIT756254 HIGH ELF BOWMEN (3) \$14.50 CIT996322 HIGH ELF POLENIX GUARD \$13.50 CIT756797 HIGH ELF GENERAL - ELDROTH (1) \$16.00 CIT991501 WHITE LIONS OF CHEACE (3) \$13.50 S13.50	CIT990733 EMPIRE REIKSGARD CHAMPION (1) \$11.00 CIT991938 RUTGAR EMPIRE GENERAL \$18.00 CIT991948 EMPIRE FLAGELLENTS (2) \$12.50 CIT994212 EMPIRE FLAGELLENTS (2) \$12.50 CIT994216 EMPIRE REIKSGARD (2) \$13.50 CIT994311 EMPIRE HALFLING BOWMEN (4) \$13.50 CIT994391 EMPIRE BATTLE STANDARD \$13.50 CIT994397 MARIUS LEITDORF (1) \$16.00 CIT994498 REIKSGARD (1) \$16.00 CIT994498 REIKSGARD KINGHTS \$13.50 CIT994458 REIKSGARD KINGHTS \$13.50 CIT994472 WHITE WOLF STANDARD BEARER (1) \$12.50 CIT994472 WHITE WOLF STANDARD BEARER (1) \$12.50 CIT994498 KINGHTS OF THE WHITE WOLF (1) \$12.50 CIT994498 KINGHTS OF THE WHITE WOLF (1) \$12.50 CIT994498 KISLEV WINGED LANCER (1) \$11.00 CIT994493 KISLEV WINGED LANCER (1) \$11.00 CIT994533 KISLEV HORSE ARCHERS (1) \$11.00 CIT994533 KISLEV HORSE ARCHERS (1) \$11.00 CIT994564 KNIGHT OF THE BLAZING SUN (1) \$12.50 CIT994571 MOUNTED BATTLE WIZARD (1) \$31.50
0.199592 SKAVEN JEZZAL (1)	CIT990054 HIGH ELF TIRANOC CHARIOT   \$36.00	CIT994490   KINEH VINIGED LANCER (1)   312.20   CIT994459   KINEH VINIGED LANCER (1)   311.00   CIT994533   KISLEV HORSE ARCHERS (1)   311.00   CIT9945454   KINEH OF THE BLAZING SUN (1)   \$12.50   CIT994571   MOUNTED BATTLE WIZARD (1)   \$13.50   CIT994571   MOUNTED BATTLE WIZARD (1)   \$13.50   CIT99460   CIT994160   CIT994160
C1366675   SELETON WARRIORS REGIMENT (20 multipart plastic)   \$31.50	CITS81748         DRAGON PRINCE STANDARD BEARER         \$13.50           CITS86688         HIGH ELF MAIDEN GUARD CHAMPION         \$11.00           CITS87683         HOETH COMMAND         \$12.00           CITS87893         HOETH COMMAND         \$11.00           CITS88006         HOETH CHAMPION         \$11.00           CITS88013         SWORD MASTERS OF HOETH (3)         \$15.00           COLORDOR         KORHIL         \$16.00	ORC & GOBBO BOXED SETS CIT958180 ORC WARBOSS ON WYVERN
CIT966752 Neferata Queen of Vampires (1)	C1990082 WHITE LIONS OF CHRACE COMMAND (2). \$12.50 C1990184 WHITE LIONS OF CHRACE CHAMPION (1). \$11.00 C1991518 HIGH ELF MAGE (1). \$11.00 C1991525 HIGH ELF ARCHER CHAMPION (1). \$11.00 C1991525 HIGH ELF ARCHER COMMAND (2). \$12.50 C1991549 ELLYRIAN REAVER WITH SPEAR (1). \$11.00 C1991546 ELLYRIAN REAVER WITH SPEAR (1). \$11.00 C1991556 ELLYRIAN REAVER WITH BOW (1). \$11.00	CI1999378 GKOWN GOBLIN WAR CHARIOT (1)
CIT988981 DOOM WOLE (1). \$9.00 CIT98924 BLOOD DRAGON VAMPIRE ON FOOT (1). \$11.00 CIT98924 MOUNTED BLOOD DRAGON VAMPIRE. \$16.00 CIT98927 ETHERBAL HOST (3). \$13.50 CIT998927 MOUNTED GHOULS (3). \$13.50 CIT998935 MOUNTED VAMPIRE LORD. \$18.00 CIT745050 SKELETON WARRIORS (4). \$13.50	CIT991563         ELLRYIAN REAVER HORN BLOWER (1)         \$11.00           CIT991570         ELLYRIAN REAVER CHAMPION (1)         \$11.00           CIT991587         ELLYRIAN REAVER STANDARD (1)         \$11.00           CIT991860         High Elf Silverheim Standard Bearer (1)         \$12.50           CIT991877         High Elf Silverheim Hornblower (1)         \$11.00           CIT991884         High Elf Silverheim Champion (1)         \$11.00           CIT991808         DRÄGON PRINCE OF CALEDOR (1)         \$13.50	CIT990467 FOREST GOBLIN SHAMAN (1)
CIT993949 UNDEAD MUMMIES (2) \$13.50 CIT993925 ZOMBIE COMMAND GROUP (2) \$12.50 CIT745159 ZOMBIES (3) \$14.50 CIT993885 WIGHTS \$11.00 CIT993888 UNDEAD WRAITHS (1) \$11.00 CIT993884 VAMPIRE LORD (1) \$12.00 CIT975464 NECROMANCER ON FOOT \$13.50 CIT9975469 HEINRICH KEMILER (1) \$16.00	CI1996315 DRAGON PRINCE CHAMPION (1)	CIT994823         ORC BIG'UNS         \$12.50           CIT754700         FOREST GOBLINS (4)         \$14.50           CIT971275         NIGHT GOBLIN FANATICS (3)         \$13.50           CIT990474         FOREST GOBLIN SPIDER RIDER STANDARD         \$11.00           CIT999610         FOREST GOBLIN SPIDER RIDER CHAMPION         \$11.00           CIT991600         ORC BOAR BOYZ WITH SPEAR (1)         \$12.00           CIT991891         ODDGIT GOBLIN SHAMAN         \$13.50
1993849   GHOULS (3)   \$14.50   \$16.0	CIT993192 DARK ELF CAULDRON OF BLOOD\$57.00	CIT994601 GOBLIN WOLF BOYZ COMMAND   \$12.50
CIT969012 ZOMBIE REGIMENT (20 plastic foot)	CIT977444 DARK RIDERS BOX (4). \$36.00  DARK ELF BLISTERS CIT996148 DARK ELF CORSAIRS (3). \$13.50 CIT996216 DARK ELF SPEARMEN (3). \$13.50 CIT996216 DARK ELF SPEARMEN (3). \$13.50 CIT759962 DARK ELF STANDARS (5). \$10.90 CIT759962 DARK ELF STANDARS (7). \$10.00 CIT996604 COLD ONE KINGHT CHAMPION (1). \$13.50 CIT996607 DARK ELF STANDARD (1). \$13.50 CIT996605 DARK ELF GENERAL ON COLD ONE (1). \$22.50 CIT996605 DARK ELF ASSASSIN (1). \$11.00 CIT97736 DARK RIDER STANDARD (1). \$11.00 CIT977738 DARK RIDER CHAMPION (1). \$11.00 CIT977939 DARK RIDER CHAMPION (1). \$11.00 CIT9969613 DARK ELF ASSASSIN (1). \$11.00 CIT9969613 DARK ELF COLD ONE (1). \$13.50 CIT996615 DARK ELF CHAMPION (1). \$13.50 CIT996615 DARK ELF CHAMPION (1). \$13.50 CIT996615 DARK ELF COMMAND (2). \$12.50 CIT996150 DARK ELF COMMAND (2). \$12.50 CIT996150 DARK ELF COMMAND (2). \$12.50 CIT996150 DARK ELF COMSEOWNEN (3). \$13.50 CIT996150 DARK ELF COSSBOWNEN (3). \$13.50 CIT977669 DARK ELF COSSBOWNEN (3). \$13.50	CIT994687 GOBLINS (4) \$13.50 CIT994684 SKARSNIK & GLOBBA (2) \$22.50 CIT994717 NIGHT GOBLIN COMMAND (2) \$12.50 CIT994731 NIGHT GOBLINS (4) \$13.50 CIT994748 SNOTLINGS \$11.00 CIT994776 SNOTLING PUMP WAGON (1) \$31.50 CIT994779 ORC BOAR BOYZ BOSS (1) \$12.50
CIT988099 MOUNTED WIGHT HORNBLOWER (1)\$12.50 CIT988105 MOUNTED WIGHT STANDARD (1)\$12.50 CIT988112 MOUNTED WIGHT CHAMPION (1)\$12.50 CHAOS BOXED SETS CIT980712 CHAOS WARRIOPS REGIMENT (12 multipart plastic figs)\$31.50 1 X ChaoS WARRIOPS REGIMENT (12 multipart plastic figs)\$31.50 1 X ChaoS WARRIOPS REGIMENT (12 multipart plastic figs)\$31.50 1 X ChaoS WARRIOPS REGIMENT (12 multipart plastic figs)\$31.50	CIT977376   DARK RIDER STANDARD (1)   \$11 00   CIT97738 DARK RIDER CHAMPION (1)   \$11 00   CIT996087 DARK ELF CHAMPION (1)   \$22 50   CIT996131 DARK ELF CALD DONE (1)   \$13 50   CIT996132 DARK ELF COLD DONE (1)   \$13 50   CIT996136 DARK ELF COMMAND (2)   \$12.50   CIT996139 DARK ELF COMMAND (2)   \$12.50   CIT996179 DARK ELF CHAMPION (1)   \$11.00   \$11	CIT994786 ORC BOAR BOYZ STANDARD (1)   \$12.50
CHAOS BOXED SETS         CIT960712         CHAOS WARRIORS REGIMENT (12 multipart plastic figs)         \$31,50           CIT959822         CHAOS WARBAND (8 plastic)         \$16,00           1 x Chaos Warmior, 4 x Chaos Beastmen, 4 x Skaven         CIT0782         CHAOS BEASTMEN WARRIORS (8)         \$14,00           CIT999408         GREATER DEMON OF NURGLE (1)         \$63,00           CIT979578         CHAOS WARRIOR REGIMENT (12)         \$31,50           CIT978549         CHAOS WARRIOR REGIMENT (12)         \$31,50           CIT978649         BEASTMAN CHARIOT         \$36,00           CIT988590         GREATER DEAMON OF TZEENTCH         \$63,00           CIT978719         GREATER DAEMON OF KHORNE         \$63,00           CIT971138         GREATER DAEMON OF KHORNE         \$63,00           CIT977845         CHAOS WARRIORS IN CHARIOT         \$36,00           CIT9778465         CHAOS WARRIORS IN CHARIOT         \$36,00           CIT9778465         CHAOS BEASTMAN WARBAND         \$153,00           CIT9778465         CHAOS BEASTMAN WARBAND         \$153,00           CIT9778465         CHAOS BEASTMAN WARBAND         \$153,00           CIT977847         Leastman Gors including champion, standard bearer & muso, 8 Beastman Ungor skirmishers, 14 Beastman Ungors including standard bearer & muso, 8 Beastman Ungor skirmishers, 14 Beastm	CIT996193 BLACK GUARD OF NAGGAROTH (2) \$12.50 CIT996209 DARK ELF GROSSBOWMEN (3) \$13.50 CIT977369 DARK ELF SORCERESS (1) \$11.00	CIT971343 NIGHT GOBLIN REGIMENT (20 plastic miniatures)
CIT978779 GREATER DAEMON OF KHORNE		DWARF BOXED SETS           CIT969821 DWARF WARRIORS REGIMENT (16 PLASTIC FIGURES)
CIT976843 ARBAAL THE UNDEFEATED on Mount\$36.00		CIT949981 RING RAZADUR (1). \$18.00 CIT94984 BURLOCK DAWMINSON (1). \$14.50 CIT999990 KRAGG THE GRIM (1). \$16.00 CIT94989 PRONO THE DWARF LORD (1). \$9.00 CIT94989 DWONG THE DWARF LORD (1). \$1.250 CIT94981 DWARF HAMMERERS COMMAND (2). \$12.50 CIT94995 DWARF MINER CHAMPION (1). \$9.00 CIT94995 DWARF TROL IS MAYER COMMAND (2). \$12.50
CIT977826   PLAGUEBEARER COMMAND (3)   \$18.00	ING.	CIT995721 DWARF MINERS (3) \$13.50 CIT880454 DWARF MINER COMMAND (3) \$14.50 CIT995790 DWARF CROSSBOWMEN (3) \$13.50 CIT980973 DWARF DRAGON SLAYER (1) \$11.00 CIT995738 DWARF DAEMON SLAYER (1) \$16.00 CIT975495 DWARF DAEMON SLAYER (1) \$15.50 CIT975495 DWARF BLAYER HERO \$13.50 CIT996835 DWARF BOLT THROWER (1) \$22.50
CH1979449 CHAOS MINICIAOR (17)	EMPIRE BOXED SETS CI1958207 EMPIRE KNIGHTLY ORDERS (8 multipart plastic figures)\$31.50 CI1958177 EMPIRE COUNT ON GRIFFON\$49.50 CI19508175 EMPIRE SOLDIERS REGIMENT (19 multipart plastic figures)\$31.50	CIT998842 DWARF ORGAN GUN (1) \$27.50 CIT990719 DWARF HAMMERER CHAMPION (1) \$11.00 CIT995752 DWARF THUNDERERS (3) \$13.50 CIT995759 DWARF LONGBEARDS (3) \$13.50 CIT995776 DWARF GIANT SLAYER (2) \$16.00 CIT995776 DWARF GIANT SLAYER (2) \$16.00 CIT995837 DWARF TRUL SLAYERS (3) \$13.50 CIT995837 DWARF HERO SKAG \$11.00 CIT995837 DWARF HERO SKAG \$11.00 CIT995837 DWARF HERO SKAG \$11.00
CIP995417 CHAOS DRAGON OGRES (1)	EMPIRE BOXED SETS CIT958207 EMPIRE KNIGHTLY ORDERS (8 multipart plastic figures). \$31.50 CIT9584177 EMPIRE COUNT ON GRIFFON CIT9684177 EMPIRE COUNT ON GRIFFON CIT960705 EMPIRE SOLDIERS REGIMENT (19 multipart plastic figures). \$31.50 Makes up Halberdiers or Swordsmen with Shields Includes a command group. CIT959846 WARHAMMER QUEST (EMPIREISH) ADVENTURERS (8). \$16.00 CIT959867 WIZARDS (8 plastic wizards on foot). \$16.00 CIT97267 EMPIRE HANDGUNNERS REGIMENT (16). \$31.50 CIT0749 EMPIRE HALBERDIERS (8). \$16.00 CIT0749 EMPIRE ALBERDIERS (8). \$16.00 CIT0749 EMPIRE ALBERDIERS (8). \$16.00 CIT07504 EMPIRE ALBERDIERS (8). \$49.50 CIT075140 EMPIRE (4). \$49.50 CIT075140 EMPIRE WAR ALTAR (1). \$49.50 CIT076140 EMPIRE WAR ALTAR (1). \$49.50 CIT0820 HEROES OF THE EMPIRE (4). \$43.00 CIT0821 ELECTOR COUNTS (4). \$43.00 CIT07140 EMPIRE CROSSBOWMEN REGIMENT (16 plastic figures). \$31.50	DIT99940 DWARF FLAME CANNON (1)   \$50.00
GT1983991         CHAOS MARAUDERS WITH FLAILS         \$13.50           GT1985961         CHAOS MARAUDERS COMMAND         \$12.50           GT1986022         BESTIGORS (Chaos Beastimen)         \$13.50           GT1979455         CHAOS MINGTAUR         \$26.00           GT1979417         DAEMON PRINCE         \$36.00           GT1979417         DAEMON PRINCE         \$36.00           GT1979418         UNGOR BEASTMAN SPEARMEN COMMAND (2)         \$12.50	CIT0820 HEROES OF THE EMPIRE (4)	CITCD04 CHAOS DWARVES (8) \$14.00
CIT979493 UNGOR BEASTMAN WITH SPEARS (4)   \$13.50   CIT985982 UNGOR SKIRMISHERS (4)   \$13.50   CIT985975 UNGOR SKIRMISHERS COMMAND (2)   \$12.50   CIT979509 CHAOS BEASTMEN LORD   \$18.00   CIT979516 CHAOS SCREERER   \$13.50   CIT986333 CHAOS LORD ON CHAOS STEED (1)   \$21.50   CIT986298 CHAMPIONS OF TZEENTCH (2)   \$13.50	CIT202048 KNIGHT OF THE BLAZING SUN STANDARD. \$12.50 CIT37154 GRANDMASTER OF THE BLAZING SUN (1) \$9.00 CIT994540 EMPIRE OUTRIDERS (1) \$11.00 CIT937413 KISLEV HORSE ARCHER COMMAND. \$11.00 CIT991921 EMPIRE MORTAR (1) \$27.00 CIT994434 EMPIRE GREATSWORD (3) \$13.50 CIT738502 BORIS TODBRINGER (1). \$14.50	WOOD ELF BOXED SETS         \$36.00           CIT999538 DURTHU THE TREEMAN (1)         \$36.00           CIT987764 WOOD ELF FOREST DRAGON (1)         \$67.00           CIT967148 ARIEL MAGE QUEEN OF LORIEN         \$7.00           WOOD ELF BLISTERS         \$27.00           CIT973668 WOOD ELF KING ORION         \$27.00           CIT996629 WOOD ELF ARCHERS         \$13.50           \$13.50         \$13.50
STEED   STATE   STAT	CIT738519 ALDERBRAND LUDENHOF (1)	CIT9863707 WOOD ELF RIEEMAN (1)
CIT983391 AZAZEL Daemon Prince of Dammation. \$45.00 CHAOS BLISTERS CIT978397 DECHALA THE DENIED ONE (1) \$16.00 CIT98385 SCYLA ANFININGRIM (1) \$18.00 CIT978385 SCYLA ANFININGRIM (1) \$18.00 CIT978431 CHAOS PINK HORRORS (2) \$12.50 CIT978431 CHAOS PINK HORRORS CHAMPION \$11.00 CIT978431 CHAOS PINK HORRORS CHAMPION \$13.00 CIT979431 CHAOS PINK HORRORS CHAMPION \$13.50 CIT978431 CHAOS PINK HORRORS CHAMPION \$13.50 CIT988026 PINK HORRORS CHAMPION \$13.50 CIT988179 ARCHAON (1) CHAOS SLUE HORRORS (2) \$12.50 CIT983179 ARCHAON (1) CHAOS SLUE HORRORS (2) \$12.50 CIT983179 ARCHAON (1) CHAOS SLUE HORRORS (2) \$12.50 CIT984815 CHAOS CHAMPION \$22.50 CIT995448 CHAOS CHAMPION (1) \$11.00 CIT995448 CHAOS SLUE CHAOS CHAMPION (2) \$12.50 CIT995448 CHAOS CHAMPION (2) \$12.50 CIT995448 CHAOS CHAMPION (1) \$11.00 CIT201001 CHAOS BEASTMEN COMMAND (2) \$12.50 CIT995429 BEASTMEN SHAMMN (1) \$11.00 CIT201001 CHAOS BANNERS (1) \$13.50 CIT995429 BEASTMAN SHAMMN (1) \$11.00 CIT995521 FIENDS OF SLAANESH (1) \$13.50 CIT995429 BEASTMAN SHAMMN (1) \$13.50 CIT995430 CHAOS CHAMPION (1) \$13.50 CIT995400 CHAOS CHAMPION (1) \$13.50 CIT995401 CHAOS NIGHT CHAMPION (1) \$13.50 CIT995401 CHAOS NIGHT SHAMPION (1) \$13.50 CIT995402 CHAOS CHAMPION (1) \$13.50 CIT995403 CHAOS CHAMPION (1) \$13.50 CIT995401 CHAOS NIGHT STANDARD BEARER \$13.50 CIT995401 CHAOS NIGHT STANDARD BEARER \$13.50 CIT995400 CHAOS NIGHT STANDARD BEARER \$13.50 CIT995401 CHAOS NIGHT STANDARD BEARER \$13.50 CIT995400 CHAOS CHAMPION (1) \$13.50 CIT995401 CHAOS NIGHT STANDARD BEARER \$13.50 CIT995401 CHAOS NIGHT STANDARD BEARER \$13.50 CIT995400 CHAOS CHAMPION (1) \$13.50 CIT996400 CHAOS CHAMPION (1) \$13.	EMPIRE BLISTERS (T1994281 EMPIRE VOLLEY GUN (1)	WOOD ELF BLISTERS   1797688   WOOD ELF KINO ORION   \$27.00
OTI976973   DAEMONTE ITE CHAMPION (1)	CIT99071	CIT99469 WOUD ELF WAYWATCHERS   \$12.50

## Miniatures: Warmaster - Science Fiction Babylon 5 - 25

CIT979622 WOOD ELF SCOUTS (3)	\$13.50
CIT979615 WOOD ELF SCOUT CHAMPION (1)	\$11.00
CIT979608 WOOD ELF SCOUT COMMAND (2)	\$12.50
CIT988129 WOOD ELF GLADE RIDER (1)	\$11.00
CIT979349 MAGE ON WARHAWK	\$18.00
BEASTIES CIT959891 DUNGEON DENIZENS (plastic) Has 1 x Minotaur, 4 x bats, 4 x glant spiders, 4 x rats, 4 x snotlings. CIT976379 FANTASY SWARM (4).	\$16.00
G11976379 FAN1AST SWARM (4)	\$16.00

## WARMASTER

## WARMASTER MINIATURES 10mm scale fantasy miniatures in blisters

CIT016030 EMPIRE STARTER ARMY	.\$63.00
12 strips each of halberdiers & crossbows, 6 of knights, 2 x cannon, general	. 500
CIT963065 EMPIRE CROSSBOWMEN (6 strips of 4 figures)	\$11.00
CIT963072 EMPIRE HANDGUNNERS (6 strips of 4 figures)	\$11.00
CIT963089 EMPIRE HALBERDIERS (6 strips of 6 figures)	\$11.00
CIT963041 EMPIRE FLAGELLANTS (6 strips of 4 figures)	\$11.00
CIT962990 EMPIRE HELLBLASTER VOLLEY GUN (2)	.\$13.50
CIT963003 EMPIRE CANNONS (2)	.\$13.50
CIT963034 EMPIRE SKIRMISHERS (6 strips of 4 figures)	\$11.00
CIT963010 EMPIRE PISTOLIERS (6 strips of 2 mtd figures)	.\$13.50
CIT963027 EMPIRE KNIGHTS (6 strips of 2 mtd figures)	.\$13.50
CIT962983 EMPIRE STEAM TANK (1)	\$11.00
CIT962969 EMPIRE GRAND THEOGONIST ALTER & CREW	.\$13.50
CIT962976 EMPIRE HERO ON GRIFFON (1)	\$11.00
CIT963058 EMPIRE HEROES & WIZARDS On foot and mounted	.\$13.50
CIT016016 HIGH ELF STARTER ARMY	.\$63.00
12 strips each of archers & spearmen, 6 of cavalry, 2 x bolt thrower, general	
CIT959914 HIGH FLE GIANT FAGI FS (3)	\$13.50

	1013903030
CIT016016 HIGH ELF STARTER ARMY	
CIT959914 HIGH ELF GIANT EAGLES (3)	\$13.50
CIT963348 HIGH ELF HERO ON MIGHTY DRAGON (1)	\$13.50
	\$13.50
CIT963362 HIGH ELF HEROES & WIZARDS (14 foot & mtd figures)	\$13.50 \$13.50
CIT963386 HIGH ELF SILVER HELMS (6 strips of 2 mtd figures)	\$13.50
CIT963393 HIGH ELF REAVER KNIGHTS (6 strips of 2 mtd figures)	\$13.50
	\$11.00
CIT016023 UNDEAD STARTER ARMY	****
OTTOTOGO OTTOCAD STATE ANIMIT	\$63.00

CIT016023 UNDEAD STARTER ARMY	\$63.00
12 strips each of archers & spearmen, 6 of cavalry, 2 x bone thrower, CIT963225 UNDEAD HERO ON ZOMBIE DRAGON (1)	Tomb King. \$13.50
CIT963232 UNDEAD SPHINX (1)	\$13.50
CIT963249 UNDEAD BONE GIANT (1)	\$11.00
CIT963256 UNDEAD CARRION (4)	
CIT963263 UNDEAD BONE THROWER (2 engines & crews) CIT963270 UNDEAD SKULL CHUCKA & CREW	\$11.00 \$11.00
CIT963287 UNDEAD CHARIOTS (3)	\$13.50
CIT963294 UNDEAD CAVALRY (6 strips of 2 mtd figures)	\$13.50
CIT963300 UNDEAD CHARACTERS (Mounted & foot figures)	\$13.50
CIT963317 UNDEAD SKELETON BOWMEN (6 strips of 4 figures) CIT963324 UNDEAD SKELETONS (6 strips of 7 figures)	\$11.00 \$11.00
CIT016047 DWARF STARTER ARMY	\$63.00

18 strips of Dwarf Warriors, 6 strips of Dwarf Troll Slayers, two cannons, ger CIT962839 DWARF THUNDERERS (6 strips of 4 figures)	eral. \$11.50
CIT962884 DWARF TROLLSLAYERS (6 strips of 6 figures)	\$11.00
CIT962907 DWARF WARRIORS (6 strips of 6 figures)	\$11.00
CIT962891 DWARF RANGERS (6 strips of 4 figures)	\$11.00
CIT962860 DWARF FLAME CANNON (1 cannon & crew)	\$11.00
CIT962846 DWARF GYROCOPTER (1)	\$13.50
CIT962877 DWARF CANNONS (2)	\$13.50
CIT962853 DWARF CHARACTERS	\$13.50
CIT016054 CHAOS STARTER ARMY	\$63.00
12 strips of Chaos Warriors, 12 strips of Chaos Marauders, Chaos Knights, Hounds, and Chaos General.	Chaos
	\$13.50
CIT960316 CHAOS CHARACTERS (7)	\$13.50

CIT960309	CHAOS CHAMPION ON CHAOS DRAGON (1)	\$13.50
CIT960316	CHAOS CHARACTERS (7)	\$13.50
CIT960378	CHAOS MARAUDER CAVALRY (6 strips of 2mtd figs)	\$13.50
CIT960361	CHAOS KNIGHTS (6 strips of 2mtd figures)	\$13.50
CIT960392	CHAOS WARRIORS (6 strips of 5 figures)	\$11.00
CIT960385	CHAOS MARAUDERS(6 strips of 6 figures)	\$11.00
CIT960330	CHAOS HARPIES	\$11.00
CIT960347	CHAOS HOUNDS & HANDLERS	\$11.00
CIT960354	CHAOS SPAWN (2)	\$11.00
CIT960323	CHAOS DRAGON OGRES (3)	\$11.00
CIT960163	OGRES	\$13.50
CIT960170	TROLLS	\$13.50
CIT016061	ORCS & GOBLINS STARTER ARMY	\$63.00
12 strips of C	orc Warriors, 12 strips of Goblins, 3 Goblin Wolf Chariots, Orc	19-033
	d Orc Warhoss	

CIT960170	TROLLS	\$13.50
CIT016061	ORCS & GOBLINS STARTER ARMY	\$63.00
12 strips of C	orc Warriors, 12 strips of Goblins, 3 Goblin Wolf Chariots, Orc.	
	d Orc Warboss.	
CIT960125	ORC BOSS ON WYVERN	\$13.50
CIT960132	ORC CHARACTERS	\$13.50
CIT960149	ORC ROCK LOBBER (1 with crew)	\$13.50
CIT960156	GIANT (1)	\$13.50
CIT960187	GOBLIN WOLF CHARIOTS (3)	\$11.00
CIT960194	GOBLIN WOLF RIDERS (6 strips of 3 riders)	\$11.00
CIT906208	NIGHT GOBLINS (6 strips of 6 figures)	\$11.00
CIT960217	BLACK ORCS (6 strips of 5 figures)	\$11.00
CIT960224	ORC BOAR RIDERS (6 strips of 2 riders)	\$11.00
CIT960231	ORC WARRIORS (6 strips of 5 warriors)	\$11.00

#### Irregular Miniatures 10mm Fantasy Range

CIT959907 DEAD 'COUNTERS' (10 round casualty bases)...

TFAN1	Orc with hand weapons	\$0.3
TFAN2	Orc with bow	\$0.3
TFAN3	OrC Chief	
TFAN4	Orn Standard Bearer	en 2
TFAN5	Ore Wolf Pider	60.0
TFAN6	Orc Wolf Chariot plus crew	\$2.2
TFAN7	Orc Wolf Chariot plus crew Dwarf Axeman	\$0.3
TFAN8	Dwarf Crossbowmen	\$0.3
TFAN9	Dwarf Chief	\$0.3
TEAN10	Dwarf Chief Dwarf Standard Bearer	\$0.3
TFAN11	Dwarf on pony Wood Elf Bowman	\$0.3
TFAN12	Wood Flf Bowman	\$0.3
TFAN13	Wood Fif Spearman	\$0.3
TFAN14	High-elf Bowman High-elf Spearman High-elf Swordsman	\$0.3
TFAN15	High-elf Spearman	\$0.3
TFAN16	High-elf Swordsman	\$0.3
TFAN17	High-elf Officer	\$0.3
TFAN18	High-elf Standard Bearer	\$0.3
TFAN19	High-elf Officer High-elf Standard Bearer High-elf Cavalry High-elf two-horse chariot plus crew	\$0.3
TFAN20	High-elf two-horse chariot plus crew	\$2.2
TFAN21	Goblin with hand weapons	\$0.3
TEANIOO	ALERS A SECTION OF THE SECTION OF TH	

TFAN24	Goblin Standard Bearer	\$0.35
TFAN25	Goblin Board Rider	\$0.35
TFAN26	Skeleton with hand weapons	\$0.35
TFAN27	Skeleton Archer	\$0.35
TFAN28	Skeleton Officer	\$0.35
TFAN29	Skeleton Standard Bearer	A0.3\$0.35
TFAN30	Skeleton Cavalry	\$0.35
TFAN31	Skeleton Chariot plus crew	\$2.20
TFAN32	Lizard man with hand weapons	\$0.35
TFAN33	Lizard Man Crossbowmen	\$0.35
TFAN34	Lizard Man Officer	\$0.35
TFAN35	Lizard Man Standard Bearer	\$0.35
TFAN36	Lizard Man Reptile Rider	\$0.35
TFAN37	Lizard Man Reptile Chariot Plus crew	\$0.35
TFAN38	Halfling with hand weapons	\$0.35
TFAN39	Halfling Archer	\$0.35
TFAN40	Halfling personality	\$0.35
TFAN41	VVOIT	\$0.35
TFAN42	Troll	
TFAN43	Ogre	\$1.30
TFAN44	War Mammoth please choose crew type	\$6.05
TFAN45	Wizard	\$0.35

## Science **Fiction**

## **Babylon 5 Wars**

AOG Babylon 5 Wars 2<sup>nd</sup> Edition This second edition is reformatted, streamlined and clarified, with new art and new ships. New ship control sheets include the Minbari Whitestar, the Earthforce Thunderbolt, etc. These official, detailed miniatures rules for Babylon 5 are presented in a boxed set which recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet. Includes rules and background material, ship control sheets for all the popular Earth Alliance, Minban, Centauri and Narn ships and fighters. Also has two full color counter sheets, 12 metal miniatures and star maps. The rules are like a simplified version of Star Fleet Battles.

\$100.00
Babylon 5 Wars 2 <sup>nd</sup> Edition Boxless Version Same as above but
with no miniatures, map or box. Much cheaper!\$55.70
Atlas of Earth Alliance Wars Full color 96 page book detailing the Earth
Alliance forces as well as those of the Minbari, focusing on the Earth Minbari
War and the Earth Alliance Civil War, Also has 80 full color counters & ship
records book Lots of new ships & fighters \$52.80
records book. Lots of new ships & fighters. \$52.80  Babylon 5 Wars 2 <sup>nd</sup> Rules Compendium Softcover version.

Babylon 5 Wars 2<sup>110</sup> Rules Compendium Softcover Versuur Combines all the rules text from each of the major supplements published to date, ie. Core Rules. War of Retrib, Earth Wars, League 1, Shadow War, & some stuff from Variants & Showdowns. 577.00 Babylon 5 Wars 2<sup>110</sup> Ships of the Fleet This book is a compilation of all the ships from the following B5 Wars products: Atlas of Earth/Allianc Wars, League of NA Worlds, Shadows, Showdowns 1 & 2, Variants 1 & 2, over 240 ships in all. 88 pages of text, around 200 + pages of ship control sheets, & a 564,35

League of NA Worlds, Shadows, Showdowns 1 & 2, Varants 1 & 2, over 240 ships in all 88 pages of text around 200 + pages of ship control sheets. & a CD-ROM of ship control sheets. & a CD-ROM of ship control sheets. & a CD-ROM of ship control sheets. Shows of the Shadows Rules for Vorlons and Shadows hips, plus the Earthforce Shadow Omega, White Star Command Ships, background and history of the Ancient Ones, with all the rules needed for their unique and powerful ships. Also counters. Star Shadows of the Shadows Ships, background and history of the Ancient Ones, with all the rules needed for their unique and powerful ships. Also counters. Star Shadows Ships, background and history of the Ancient Ones, with all the rules needed for their unique and powerful ships. Also counters. Star Shadows Ships, shill color counter sheet, ship control sheets, for the Abbal, the Brakir, the Drazi, Gaim, Pak'ma'ra and the Vree. \$52.80 Pirates and Privateers From commerce raiders to hired mercenaries, the pirates of the BS universe add a variety of new threats, Provides rules and ships records for pirats, mercs, privateers, civilian and police vessels, the Belt Alliance, the Llort, and ten scenarios. \$42.85 Reinforcements Counter Pack Has two map sheets, and heaps of counters include the basic B5 ships, fighters used by the major races, counters from the Earth/Minbart War, counters from the League of Non-Aligned Worlds, and all the units from the original War of Retribution supplement, now formated for 270 E aB5 Wars. \$42.85 Showdowns #1 Includes rules for minefields, ship control sheets for Raiders & civilian ships including Earthforce One and Babylon 5 Space Station, rules for ship enhancements, elite officers and crews; rules for planets, moons, atmosphere, gravity wells, and over 20 scenarios, 336.30 Showdowns #2 New rules for weapons, jumping into combat, random scenario generation; more scenarios and mini campaigns; new ships, bases, satellites for Brakiri, Abbai, Vree, Pak'ma'ra, Drazi, etc. \$36.30 Newdowns #2 Special rules

lorpedoes, Variants of Same Pak'ma'ra, Vree.....\$31.90
War of Retribution: Atlas of Narn/Centauri War Update Pack Just
War of Retributions to the Same Pack Same Pack

CEE Earthforce Sourcebook This roleplaying supplement for The Babylon Project also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Tuffley, who wrote Full Thrust. As such the rules are simple to learn, but tactics are very hard to master! The rules are magnificent, and you can easily control six ships each plus flighters. This is the game system for me! The book contains counters for all the above ships



and fighters, but I will be using the below miniatures........Special - \$5.50 AOG Babylon 5 Fleet Action Fast paced game of starship combat on a fleet scale. You are no longer concerned with the actions of 2 or 3 ships, but the fast-play system allows for battles between dozens of ships and hundreds of fighters at the same time! Design your fleet using point and command limits, has a fast, simple squadron movement system; order your fighters into a superiority, strike or escort role. Has heaps of easy to follow, full color diagrams, charts for all weapons, flow-chart for damage, and stats

and ship record sheets for all major ships of Earthforce, the Centauri Republic, Nam Regime, and Minbari. To use, requires miniatures, numbered hex grid map at least 40 hexes across, and at least 4 each of D4, D6, D8, D10 and D12. \$63.80
My Enemy...My Ally Supplement 1 New ships, bases, O-Sats and fighters for both the Earth Alliance and Minbari Federation. Also color maps of both of their territories, fleet compositions, Tactical Intelligence rules, basic campaign framework, extrended missile rules, etc. \$52.95

# Babylon 5 Wars Fleet Action Scale Miniatures bese miniatures are closer in scale to each other and will be one piece castings where possible. Fighters are 6 to a stand, 3 stands to a pack.

AOGBW2101 Earthforce Omega Destroyer (2)	\$20.6
AOGBW2102 Earthforce Nova Dreadnought (2)	\$20.6
AOGBW2103 Earthforce Hyperion Cruiser (3)	\$20.6
AOGBW2104 Earth Olympus Corvette (3)	\$20.6
AOGBW2105 Earthforce Oracle Scout (3)	\$20.6
AOGBW2108 Earthforce Poseidon Super Carrier (1	\$25.5
AOGBW2108 Earthforce Poseidon Super Carrier (1 AOGBW2109 Earthforce Avenger Carrier (2)	\$20.6
AOGBW2110 Earthforce Artemis Heavy Frigate (4).	\$20.6
AOGBW2111 Earthforce Sagittarius Cruiser (2)	\$20.6
AOGBW2113 Earthforce Tethys Police Cutter (6)	\$20.6
AOGBW406 Earthforce Starfury Fighter (12)	\$18.2
AOGBW444 Earthforce Thunderbolt Fighter (12)	\$17.2
AOGBW2201 Minbari Sharlin Cruiser (1)	\$20.6
AOGBW2202 Minbari Whitestar (4)	\$20.6
AOGBW2203 Minbari Tinashi Frigate (3)	\$20.6
AOGBW2204 Minbari Leshath Heavy Scout (2)	\$20.6
AOGBW2208 Minbari Tigara Attack Cruiser (3)	\$20.6
AOGBW2209 Minbari Neshatan Gunship (2)	\$20.6
AOGBW2210 Minbari Torotha Assault Frigate (4)	\$20.6
AOGBW2211 Minbari Morshin Carrier (3)	\$20.6
AOGBW2212 Minbari Trollgan Armored Cruiser (2).	\$20.6
AOGBW409 Minbari Nial Fighter (12)	
AOGBW2301 Nam G Quan Heavy Cruiser (2)	\$20.6
ACCRW2202 Nam Chalker Casut (2)	\$20.0
AOGBW2303 Nam Sho'Kar Scout (2) AOGBW2304 Nam Thentus Frigate (6)	\$20.0
AOGRW2305 Nam Rin'Tak Dreadnought (1)	\$20.6
AOGBW2305 Nam Bin Tak Dreadnought (1). AOGBW2308 Narn Var Nic Destroyer (2). AOGBW2309 Narn Dag Kar Frigate (4).	\$20.0
AOGBW2309 Nam Dag'Kar Frigate (4)	\$22.0
AOGBW2310 Nam Rongoth Destroyer (4)	\$22.0
AOGBW2310 Narn Rongoth Destroyer (4) AOGBW2311 Narn Ka'Toc Destroyer (3)	\$22.0
AOGBW2312 Narn G Karith Cruiser (3) AOGBW2313 Narn Sho'Kos Police Cutter (6)	\$22.0
AOGBW2313 Nam Sho'Kos Police Cutter (6)	\$22.0
AOGBW407 Narn Frazi Fighter (12) AOGBW2401 Centauri Primus Battlecruiser (2)	\$17.2
AOGBW2401 Centauri Primus Battlecruiser (2)	\$20.6
AOGBW2402 Centauri Vorchan Warship (4)	\$20.6
AOGBW2403 Centauri Covran Scout (2)	\$20.6
AOGBW2404 Centauri Altarian Destroyer (6)	\$20.6
AOGBW2405 Centauri Octurion Battleship (1)	\$20.6
AOGBW2409 Centauri Dargan CS (2)	\$22.0
AOGBW2413 Centauri Balvarin CV (1)	\$22.0
AOGBW408 Centauri Sentri Fighter (12)	\$17.2
AOGBW429 Raider Delta-V Fighter (12)	\$17.2
AOGBW417 Minbari Flyer FA Scale Due Aug	
Babylon 5 Wars Mi	niatures

AOGBW408 AOGBW429 AOGBW417	Raider Delta-V Fighter (12)	\$17.25 \$17.25
	Babylon 5 Wars Miniatures	
EARTHF AOGBW313	ORCE Earth Mega Fleet	\$143.95
Contains 1 ) AOGBW201 AOGBW205 AOGBW206 AOGBW210 AOGBW211 AOGBW212 AOGBW212 AOGBW221 AOGBW224 AOGBW234 AOGBW234 AOGBW234 AOGBW282 AOGBW284 AOGBW284 AOGBW284 AOGBW284 AOGBW284 AOGBW284 AOGBW284 AOGBW284	GCEE  Earth Maga Fleet  Earth Maga Fleet  Earth Comaga Destroyer (1)  Babylon 5 Station (12 5cm long)  Starrup Earthforce Flighters (3)  Earthforce Nova Dreadnought (1)  Earthforce Arteniis Heavy Frigate (1)  Earthforce Hyperion Cruiser (1)  Earthforce Hyperion Cruiser (1)  Earthforce Opesicion Carrier (13-5cm long)  Earthforce Opesicion Carrier (13-5cm long)  Earthforce Omesicon Carrier (13-5cm long)  Earthforce Ome and Civilian Liner Due Aug  Earthforce Omega with Shadow Technology Sep  Earthforce Thunderbolt Fighter (3)  Earthforce Explorer Class Due Sep  Earthforce Explorer Class Due Sep  Earthforce Explorer Class Due Sep  Earthforce Tenus Police Cutter (2)  Earthforce Tenus Police Cutter (2)	\$28.75 \$67.15 \$16.25 \$20.65 \$20.65 \$20.65 \$20.65 \$26.85 \$26.85 \$38.35 \$36.85 \$16.25 \$39.35 \$19.15
NARN AOGRW301	Nam Regime Fleet	\$96.35
Has 2 x G'Q AOGBW311	uan Hvy Cruiser, 1 x Assault Cruiser, 6 x Heavy Fighters. Nam Mega Fleet.	\$124.75
Has 2 x G'Q AOGBW207 AOGBW207 AOGBW214 AOGBW264 AOGBW262 AOGBW265 AOGBW265 AOGBW267 AOGBW269 AOGBW269 AOGBW269 AOGBW269	Nam Regime Fleet.  wan Hry Cruser: 1 x Assault Cruser, 6 x Heavy Fighters.  Wan Man Goulan Heavy Cruser, 6 x Heavy Fighters.  Nam Goulan Heavy Cruser (1).  Nam Heavy Fighter (3).  Nam Assault Cruser (1).  Nam Briatk Dreadnought (1).  Nam Briatk Dreadnought (1).  Nam Shor Nos Patrol Cutter (2).  Nam Shor Nos Patrol Cutter (2).  Nam Shor Nos Patrol Cutter (3).  Nam Shor Nos Coutt (1).  Nam Mar Nic Destroyer (1).  Nam Thentus Frigate  Refits & Upgrades Nam/Centauri.	\$26.85 \$13.40 \$26.85 \$47.95 \$19.15 \$17.25 \$15.30 \$14.35 \$19.15 \$17.25 \$19.15
MINBARI AOGBW304	Minhari Fleet Boxed Set	\$86.35
Has 1 x Crui AOGBW202 AOGBW209 AOGBW216 AOGBW217 AOGBW222 AOGBW224	Minbari Fleet Boxed Set. ser, 2 x Early Cruiser, 4 x Fiyer, 4 x Fighter. Minbari Var Cruiser (1). Minbari Flyer (3). Minbari Flyer (3). Minbari Flyer (3). Minbari Tinashi Early Cruiser (1).	\$26.85 \$15.30 \$24.90 \$15.30 \$20.10
CENTAUI AOGBW302	RI Contouri Float Boyed Set (7)	606.25
AOGBW302 Contains 1 x AOGBW312 Contains 1 x AOGBW204 AOGBW204 AOGBW213 AOGBW247 AOGBW247 AOGBW248 AOGBW256 AOGBW256 AOGBW256 AOGBW258 AOGBW258 AOGBW258	RI Centauri Fleet Boxed Set (7) BattleCruiser, 4 x Vorchan, 2 x fighters Centauri Mega Fleet Boxed Set (8) BattleCruiser, 4 x Vorchan, 2 x fighters. Centauri Mega Fleet Boxed Set (8) BattleCruiser, 4 x Vorchan, 2 x fighters, 1 x Octurian Centauri Ordina BattleCruiser, (1) Centauri Medium Fighter (3) Centauri Medium Fighter (3) Centauri Dargan Strike Cruiser (1) Centauri Dargan Strike Cruiser (1) Centauri Ordina Battleship (1) Centauri Ordina Battleship (1) Centauri Centurian Cartiser (1) Centauri Centurian Cruiser (1) Due Sep Centauri Balvarin Carrier (1) Centauri Rutarian Destroyer (1) Centauri Rutarian Destroyer (1) Centauri Rutarian Destroyer (1)	\$86.35 \$124.75 \$26.85 \$17.25 \$17.25 \$17.25 \$47.95 \$20.10 \$15.30 \$26.85 \$20.10 \$15.30 \$24.95 \$24.95 \$24.95
DRAZI AOGBW215 AOGBW270 AOGBW271 AOGBW272	Drazi Sunhawk Drazi Sunhawk Drazi Strikehawk	
BRAKIRI AOGBW276 AOGBW277 AOGBW278 AOGBW279 AOGBW280	Brakiri Avioki Heavy Cruiser Brakiri Tashkat Advanced Cruiser Brakiri Falkosi Light Fighter (3) Brakiri Hallik Fighter Killer.	\$28.75 \$26.85 \$15.30 \$17.25 \$17.25
AOGBW226 AOGBW227 AOGBW228 AOGBW235 AOGBW236 AOGBW237 AOGBW239 AOGBW240	S & SHADOWS Vorion Heavy Cruiser Boxed Set. Vorion DestroyerTransport (Kosh's ship) Vorion Heavy Fighter (2). Shadow Cruiser Shadow Scould Destroyer. Shadow Scould Prighter (3). Vorion Light Cruiser (1). Vorion Destroyer (1).	\$53.50 \$19.15 \$20.65 \$28.75 \$20.65 \$16.25 \$28.75 \$20.65

# 26 - Miniatures: Science Fiction - BattleTech - Dr Who

Raider Battle Wagon	\$26.85
Civilian Tanker	\$17.25
Abbai Tiraca Destroyer	\$20.65
Abbai Kotha Heavy Fighter	\$16.25
Abbai Shyaria Jammer Frigate	\$20.65
Abbai Miliani Carrier	\$28.75
/ree Vill Pottle Squeer	\$26.85
Iron Trumm Heavy Fighter (3)	\$15.30
Jelime're Debul'chi Dreadnought Due Sen	\$26.85
Pak'ma'ra Poch'kas'ıı Carrier	\$21.50
	\$21.50
Pak'ma'ra Por'fa'tis Fighter (3)	\$16.95
	Johan I enter Lobal Lakara ruiser Lobal Lakara ruiser Lobal Kotha Heavy Fighter Lobal Kotha Heavy Fighter Lobal Milani Carrier Viree XIII Battle Saucer Viree Xorr War Saucer Viree Tymm Heavy Fighter (3) Jeak ma'ra Pshul'shi Dreadnought Due Sep Jeak ma'ra Rash Kas'u Carrier Jeak'ma'ra Rash Kas'u Carrier Jeak'ma'ra Tuffkhal Destroyer Jeak'ma'ra Tuffkhal Sestroyer Jeak'ma'ra Horikal tis Fighter (3)

ACCEMENT	Earthforce Dice Set (6: 2 x D6, 3 x D10, 1 x D20)\$17.60
ACCEPIACOS	Minbari Dice Set (6: 2 x D6, 3 x D10, 1 x D20)\$17.60
AUGBW602	Mindan Dice Set (6: 2 x D6: 3 x D10: 1 x D20) \$17.60
AOGBW603	
AOGBW604	Centauri Dice Set (6: 2 x D6, 3 x D10, 1 x D20)\$17.60

## **Battlefleet Gothic**

GW Battlefleet Gothic Games Workshop's big boxed game of spaceship battles in the 41st Millennium. You command fleets of warships in deadlyconflict among the stars. Includes four large plastic imperial Cruisers, with enough optional parts to make up a variety of different types, and four large Chaos plastic cruisers, also with a lot of optional parts. The ships really do look fraitastic. Includes a full intelbook including state for observed for large training the state of the control of the property of t

#### **BattleFleet Gothic Miniatures**

If ordering any of the below miniatures, you may deduct 20% from their retail value for this catalog only.

CIT693665 ELDAR VOID STALKER BATTLESHIP (1)	\$36.00
CIT968763 CHAOS PLANET KILLER (1). CIT96659 CHAOS ICONOCLASTCLASS DESTROYERS (3) CIT969159 ORK BRUTE RAMSHIPS (4).	\$36.00
CITEDESED CHAOS ICONOCI ASTCI ASS DESTROYERS (3)	\$13.50
CIT969159 ORK BRUTE RAMSHIPS (4)	\$13.50
CIT969173 ORK RAVAGER ATTACK SHIPS (3)	\$13.50
	\$21.00
CIT969203 ORK KILL KROOZER (1)	\$21.00
	\$11.00
CIT969685 ELDAR ACONITE FRIGATE (3)	\$13.50
CIT969685 ELDAR ACONITE FRIGATE (3). CIT969685 ELDAR HELLEBORE FRIGATES (2). CIT969715 ELDAR HELLEBORE FRIGATES (2). CIT969727 ELDAR SHADOW CRUISER (1).	\$13.50
CIT969715 ELDAR HELLEBORE FRIGATÉS (2)	\$21.00
	\$21.00
CIT969739 ELDAR ECLIPSE CRUISER (1)	\$18.00
CIT969746 CHAOS DESPOILER BATTLESHIP	\$36.00
CIT969753 EMPEROR CLASS BATTLESHIP	\$18.00
	\$36.00
	\$18.00
CIT970360 RETRIBUTION CLASS BATTLESHIP	
CIT970377 IMPERIAL CRUISERS (2 plastic ships)	
CIT970384 CHAOS CRUISERS (2 plastic ships)	\$16.00

## **BattleTech**

## Armorcast BattleTech 28mm Scale

Mechs
28mm figure scale, ie, Warhammer 40,000 Scale

	1/60th Scale 20cm tall! \$227.25
ARMOR2510 MADCAT BATTLEMECH	1/60° Scale — 20cm tall
APMORS511 VILLTURE BATTLEMECH	1/60th Scale 20cm tall! \$199.70

## Ral Partha BattleTech Miniatures

Mechs & AFVs
1/285th Scale Metal kits with 1 or () models.

.\$13.40

RAL1920-787 CHAMPION BATTLEMECH .....

MAL 1920-101	CHAMILON BATTLEMENT	012 40	
RAL1920-814	LANCELOT BATTLEMECH	C15.40	
RAL1920-892	SHOGUN BATTLEMECH	.515.05	
RAL1920-898	IMP BATTLEMECH	\$15.65	
RAL20600	VULTURE OMNIMECH (1)	.\$14.35	
RAL20601	LOKLOMNIMECH (1)	.\$14.35	
RAL20602			
RAL20603	MADCAT OMNIMECH (1)	\$14.35	
RAL20604	MADCAT OMNIMECH (1) MAN O'WAR OMNIMECH (1)	\$16.80	
RAL 20605	MAIN O WAR OWNINIVECTI (1)	\$16.80	
	MASAKARI OMNIMECH (1) GLADIATOR OMNIMECH (1)	\$16.80	
RAL20606	GLADIATOR OMNIMEOR (1)	\$16.00	
RAL20607	DAISHI OMNIMECH (1)	642.05	
RAL20608	DRAGONFLY MDM OMNIMECH	.\$12.95	
RAL20609	FENRIS MDM OMNIMECH	.\$12.95	
RAL20610	BLACKHAWK MDM OMNIMECH	\$12.95	
RAL20611	RYOKEN MDM OMNIMECH	.\$12.95	
RAL20612	DASHER BT OMNIMECH	.\$12.95	
RAL20613	KOSHI BT OMNIMECHS	\$11.50	
RAL20614	ULLER BT OMNIMECH	.\$11.50	
RAL20615	PUMA BT OMNIMECH	\$11.50	
	GRAND TITAN	\$15.30	
RAL20616	TEMPEST	\$12.05	
RAL20617	TEMPEST	612.00	
RAL20618	HELLFIRE MECH. THOR SELF PROPELLED ARTILLERY	.513.90	
RAL20619	THOR SELF PROPELLED ARTILLERY	\$14.35	
RAL20622	NIGHTSKY	\$11.50	
RAL20623	SRM CARRIER	\$14.35	
RAL20624	CALAHAD	\$12.95	
RAL20626			
RAL20627	LRM CARRIER (2) ATHENA COMBAT VEHICLE TI TS'ANG INNERSPHERE MECH	\$14.35	
RAL20628	ATHENIA COMPAT VEHICLE	\$15.85	
RAL20629	TI TOTALIC INICEPEDIEDE MECH	\$12.95	
	II IS ANG INNERSPHERE WEGH	\$14.35	
RAL20630	YU HUANG Y-H9GMARKSMAN SELF PROPELLED ARTILL	\$14.35	
RAL20631	MARKSMAN SELF PROPELLED ARTILL	012.05	
RAL20632	PREDATOR CLAN MECH		
RAL20633	NAGA OMNIMECH	\$16.80	
RAL20634	EPONA PURSUIT CLAN TANK (2)	\$12.45	
RAL20635	PUMA 95 TON TANK BISHAMON INNERSPHERE MECH	\$15.85	
RAL20636	BISHAMON INNERSPHERE MECH	\$12.45	
RAL20637	MANTIS LIGHT ATTACK VTOI	\$12.45	
RAL20638	RAKSHASA	\$12.95	
RAL20639	KANGA AFV (2)	\$12.95	
RAL20642	BERSERKER	\$15.30	
	HELLHOUND	\$11.50	
RAL20643	BARGHEST	\$14.35	
RAL20644	HA-OTORO CLAN BATTLEMECH	\$14.35	
RAL20645	HA-OTORO CLAN BATTLEMECH	615 05	
RAL20647	SIROCCO INNER SPHERE MECH		
RAL20649	WYVERN IIC	\$10.00	
RAL20651	SNOW FOX MECH	\$12.45	
RAL20652	MANDRII MECH	\$12.45	
RAL 20655	FIRE SCORPION	\$12.95	
RAL20659	NACINATA	\$14.35	
RAL20660	KODIAK (1)	\$15.30	
RAL20661	VIXEN (1)	\$10.00	
MAL20001	VIALIA (1)		

				2	_
	BATTLE COBRA	\$1 .\$1 .\$1	2	9	5
	VIPERLINEBACKER OMNIMECH	\$1	4	3	5
	SUNDER MECH.	\$1	6	8	10
	SUNDER MECHGRIZZLY MECH	.\$1	2	9	5
	TOKUGAWA HEAVY TANK (2)	.\$1	4	0	5
	ANVIL GRAND CRUSADER MECH REGULATOR HOVERTANK STARSLAYER FALCONER	\$1	5	3	30
	BECULATOR HOVERTANK	.\$1	2	S	15
	REGULATOR HOVERTANKSTARSLAYER.	\$1.51	11	.5	0
	NIGHTSTAR (1)	.\$1	2	.0	95
	NIGHTSTAR (1)	.51	4		00
	PIRANHA	\$1	12		15
	GRENDL TYPHOON	\$5555	2	.0	00
	RAPTOR	.\$	11	.5	50
	RAPTOR GALLOWGLAS (1)	.\$1	12	.(	00
	LONGBOW (1)	.5	11	6	00
	LONGSOW (1) KOMODO HANKYU OMNIMECH SHOOTIST (1) BANDIT HOVERCRAFT MACKIE	9	11	-	50
	SHOOTIST (1)	\$	12	.(	00
	BANDIT HOVERCRAFT	90000	13	1.5	95
	MACKIE	.\$	13	.5	95
	THUNDER HAVYN	.5	14		35
	BABOON		25	1 6	na
	NEXUS (1)OWENS OMNIMECH	\$	10	i	00
	PEREGULES.	\$	10	).(	00
	HERECULES		14		95
			10		95 95 50 30
	TOYAMA MECH	9	11		50
	FIRE FALCON OMNIMECH	\$	15	5.	30
	CHAMELEON	5		ш	υu
	CHAMELEONBUCANEER	5	1		50
	EMPEROR		10	)	95 10 00
	CORSAIR AEROTECH FIGHTER STINGRAY F-04 AEROSPACE FIGHTR SHILONE AEROSPACE FIGHTR SHILONE AEROSPACE FIGHTER SLAYER AEROSPACE FIGHTER BATU OMNI AEROSPACE FIGHTER JACATAI WITH ALT WEAPON PODS ANHUR TRANSPORT PLANE	\$	1	2	00
	SHILONE AEROSPACE FIGHTR		\$9	Э.	50
	SLAYER AEROSPACE FIGHTER	\$	1	2.	95
	BATU OMNI AEROSPACE FIGHTER	5	1	2.	OE OF
	ANULUD TRANSPORT PLANE	9	1	3	90
	WARRIOR HELICOPTER		\$	9.	50
	SILAYER AEROSPACE FIGHTER BATU OMNI AEROSPACE FIGHTER JAGATAI WITH ALT WEAPON POBS ANHUR TRANSPORT PLANE WARRIOR HELICOPTER MECHBUSTER FIGHTER CAVALRY ATTACK HELICOPTER YELLOW JACKET GUN BOAT TAI-SHO MECH BILOOD KITE ONTOS HEAVY TANK (2) BEHEMOTH TANK MOBILE HEADQUARTERS BADGER TRACKED TRANSPORT SKULKER WHEELED SCOUT VEHICLE ZHUKOV HEAVY TANK CHALLENGER X 90 TON TANK C	5	1	1.	00
	CAVALRY ATTACK HELICOPTER	\$	1	U.	00
	YELLOW JACKET GUN BOAT	50	1	5	SE
	TAI-SHO MECH	¢	1	4	35
	ONTOS HEAVY TANK (2)	5	1	5.	85
	BEHEMOTH TANK	\$	1	5.	.85
	MOBILE HEADQUARTERS	5	1	2.	95
	BADGER TRACKED TRANSPORT		11	1	50
	SKULKER WHEELED SCOUT VEHICLE	9	1	4	35
	CHALLENGER X 90 TON TANK	5	1	5	.85
	ROMMEL/PATTON 65 TON TANK (2)	9	1	4	.35
	LONG TOM ARTILLERY PIECE		1	4	.35
	CANIS CLAN BATTLEMECH		1	5	95
	SCHREK PPC TANK (2) LINEHOLDER		51	1	.50
	SPARTAN SPT-N2	5	51	5	.30
	AKIMA		51	5	.30
	STRIDER SR1-0 OMNI CAULDRON-BORN (OMNI)		57	1	.50
	CAULDRON-BORN (OMINI)		61	5	30
	CAULDRON-BORN (OMNI) BLACK LANNER (OMNI) DEVASTATOR DVS-2 MAELSTROM MTR-SK SPECTOR SPR-SF ENFIELD		51	2	30
	DEVASTATOR DVS-2		51	5	.30
	MAELSTROM MTR-5K		\$1	11	.50
	SPECTOR SPR-5F				
	ENFIELD		Š.	H	.50
	LYNX LNX-9QNIGHT GYR		\$1	4	.3
	MANTICORE		\$1	4	.3
	HUSSAR		\$1	0	1.5
	J.EDGAR VEHICLES (2)	****	9		.5
	DEMOLISHER II HEAVY TANK		\$	4	1.3
	KACHIMAN FIRE SUPPORT		\$1	12	2.4
	MANTICORE HUSSAR JEDGAR VEHICLES (2) MYRMIDSHER LIEAVYTANK KACHIMAN FIRE SUPPORT ISHTAN HEAVY FIRE SUPPORT TARANTULA ZPH-1A SALAMANDER PPR-SS BEHEMOTH CLAN MECH HOLLANDER ALBAITOSS ALBAINDER ALBAITOSS LAN MECH HEX BASES BATTLETECH THUG MONGOOSE		5	2	1.3
į,	TARANTULA ZPH-1A		90	0	1.9
	SALAMANDER PPR-5S		ς.	16	5 3
ı	BEHEMOTH CLAN MECH HOLLANDER ALBATROSS JENNER IIC CLAN MECH HEX BASES BATTLETECH		\$	10	0.0
į	ALBATROSS		\$	11	1.5
	JENNER IIC CLAN MECH		\$	1	0.0
ı	HEX BASES BATTLETECH	****	\$	10	5.3
,	MONGOOSE		Š	10	0.0
ı			\$	1	1.5
3	GUILLOTINE NEW VERSION		30	1	1.5
	GUILLOTINE NEW VERSION ZEUS NEW VERSION JAGERMECH NEW VERSION MAXIM - 50 TON HOVER TRNSPRT		Œ.	10	3.9
1	MAXIM - 50 TON HOVER TRNSPRT		\$	1:	2.9
)	MARSHAL 55 TON TANK		\$	1	1.5
Į	CLAN ELEMENTAL INFANTRY (30)		90		
5	JAGERMELH NEW VERSION MAXIM - 50 TON HOVER TENSPRT MARSHAL 55 TON TÄNK. CLAN ELEMENTAL INFANTRY (30). KURITAL INFANTRY New Version VON LI INFANTRY New Version VON LI INFANTRY New Version		\$	1	4.3
1	VON LUCKNER HEAVY TANKS (2)		S	1	4.3
7	AWESOME New Version		\$	1	4.4
7	KURTA INFANTRY New Version DAVION INFANTRY New Version VON LUCKNER HEAVY TANKS (2) AWESOME New Version SHIPPER NEW VERSION WOLF HOUND new version KING CRAB CICADA TREBUCHET CHARGER BLACKWATCH BAJACK OMNIMECH BLACK HAWK-KU BHKU-0 THRESHER DRAGON FIRE DGR-3F		556	1	2.4
3	SPIDER NEW VERSION		96	1	2.4
9	KING CRAB		\$	1	5.3
0	CICADA		\$	1	1.5
1	TREBUCHET		5	1	1.5
2	CHARGER.		36	1	5.5
3	OBAKEMONO		36	1	5
4	BLACKJACK OMNIMECH		\$	1	2.9
67	RAIJIN		9	1	1.5
7	BLACK HAWK-KU BHKU-0		56	1	4.
B	THRESHER		90	1	20
9	NOBORI-NIN OMNIMECH		995	1	2.9
89012345	CROSSBOW OMNIMECH		500	1	4.3
2	KINGFISHER OMNIMECH		160	1	6.8
3	PERSEUS P1 OMNIMECH		D 64	1	4.
4	AVATAR OMNIMECH		19	1	4
200	MERI IN MI N-1A		199	1	2.5
67	NOVA CAT ONIMECH		5	1	4.
8	STALKING SPIDER		37.50	1	1.
9	STROOPING HAWK OMNIMECH		9	1	2
0	ROC (PROTOMECH) (5)		19	1	2
2	BLACK HAWK-KU BHKU-0. THRESHER DRAGON FIRE DGR-3F NOBORINIO MONIMECH CROSSBOW OMNIMECH KINGFISHER OMNIMECH ERSEUS P1 OMNIMECH COUGAR OMNIMECH AVATAR OMNIMECH AVATAR OMNIMECH AVATAR OMNIMECH STRUIN BW-14 NOVA CAT ONIMECH STALKING SPIDER STROOPING HAWK OMNIMECH CENTAUR PROTOMECH ROC (PROTOMECH) (5) GORGON PROTOMECH (6) MINOTAUR PROTOMECH (6) MINOTAUR PROTOMECH (6) SAYNR PROTOMECHS (6)		.9	1	4.
3	MINOTAUR PROTOMECHS (5)		9	1	4.
4					

CORVIS
URSUS
URSUS
CATAPULT CPLT-C4
URBAN MECH II C
VINDICATOR VND-3L
VIKING VKG-2F
PACK HUNTER
AXEMAN AXM-2N
HIGHLANDER II C
BEOWULF
MARS ASSAULT VEHICLE...
COBRA

MARS ASSAULT VEHICLE
COBRA
GREAT WYRM
MENSHEN
ATLAS (REMAKE - BIGGER!)
ARCTIC WOLF CLAN MECH
YEOMAN INNERSPHERE MECH
CHEVALIER LIGHT TANK
BLITZKRIEG INNERSPHERE MECH
LINERSPHERE BATTLE ARMOR
KANAZUCHI BATTLE ARMOR

AL20953 AL20954 AL20955	LONGINUS BATTLE ARMOR	\$12.95 \$12.95 \$12.95
	BattleTech Paint	
RAL77753 RAL77754 RAL77756	DRACONIS COMBINE COLORS (6)	\$19.20 \$19.20 \$19.20
	BattleTech Boxed Lances All come with hex bases.	
RAL10844	BATTLETECH CLAN BOXED SETPuma. MadCat, ShadowCat, Daishi	\$47.95
RAL10845	BATTLETECH INNERSPHERE BOXED SET	\$47.95
RAL10846	Owens, Orion, Bushwacker, Annihilator  MECH COMMANDER CLAN MECHSUller, Hunchback IIC, Loki, Masakari	\$47.95
RAL10847	MECH COMMANDER INNERSPHERE MECHSRaven, Centurion, Jagermech, Atlas (new model)	\$47.95
-	- I Hawinson Esse	-

## Dark Horizon: Escape

DARK HORIZON: ESCAPE A near future tactical combat simulation for two players or teams. One player controls the agents of the People for a UNified Tomorrow attempting to destroy the Armageddon Device and escape the Talobar Technologies alive. The other team controls the Talobar CorpGuard security forces, using whatever means necessary to stop them with 45 pieces of puzzleboard floor allowing an infinite number of layouts, 10 metal Mark Copplestone Future Warriors 28mm figures, 12 doors, 24 cards, 5 scenarios, 120 counters. 5 scenarios, 120 counters. \$76.80
NOTICE OF TERMINATION Both an introduction to the above game plus an expansion. Has an 8 page basic rulebook with 6 scenarios, 12 page advanced rulebook with 6 scenarios, 116 counters of gear such as gasmasks, 9 color stand-up counters of figures, 12 new combat cards, 18 room and hallway pieces, 3 stand-up doors. \$38.40

## Dirtside II

STARGRUNT II These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. \$44.00

## **Stargrunt Miniatures**

New Swabian League Troopers (10)	\$24.20
New Swabian League Female Troopers (10)	\$24.20
New Swabian League Power Armored Troopers (10)	\$24.20
Eurasian Union Naval Infantry (10)	\$24.20
Eurasian Union Naval Power Armor Infantry (10)	\$24.20
Federal Stats Europa Colonial Legionaries (10)	\$24.20
Federal Stats Europa Power Armored Troopers (10)	\$24.20
Federal Stats Europa Power Afficient Hoopers (10)	\$24.20
Islamic Federation Troopers (10)	\$24.20
Pan African Union Troopers (10)	\$24.20
Mercenary Troopers (10)	\$24.20
UNSC Marine Troopers (10)	
P'Taah Biotech Aliens (10)	\$24.20
Kra'vak Troopers (10)	\$24.20
New Anglian Royal Marines (10)	\$24.20
New Anglian Female Troopers (10)	
New Anglian Power Armored Troopers (10)	\$24.20
Oceanic Union Defence Force (Australian) Troopers (10)	\$24.20
Oceanic Union Defence Force Jetbike and Rider (1)	\$8.25
Oceanic Union Defence Force SAM Launcher & 3 Crew	\$9.10
FSE Colonial Legionnaire on Futuristic Motor Bike	\$6.05
NAC Marine on Futuristic Motor Bike	\$6.05
Combat Babe on Futuristic Motor Bike	\$6.05

## Stargrunt Resin Vehicles

Large resin vehicles, suitable for all 25mm or exaggerated 25mm sci-fi.

SF25-11	Police Patrol Aircar	\$16.50
SF25-14A	Gladiator Mk II Light Hover Tank	\$16.50
SF25-15	Surveyor Tracked All Terrain Vehicle	\$38.50
SF25-26A	Goliath Mark II Heavy Hover Tank	\$33.00
SF25-27		\$11.00
SF25-28	Light Hover Jeep. Wombat Medium Hover APC.	\$22.00
SF25-30	Rommel Medium Hovertank	\$22.00
SF25-35	AVICA	\$33.00
SF25-41	Lawcruiser 8 wheel Urban Security Vehilcle	\$27.50
SF25-57	M38D LIPPC Light APC	\$16.50
SF25-58	M62 Slammer Heavy Hover Tank	\$38.50
SF25-62	Poruzh Superheavy Grav Tank	\$27.50
SF25-63	Virnazh G-CAV Grav Assault APC	
SF25-64	Gunspider - 6 legged weapons platform	\$22.00
SF25-65	Gunspider - as above with twin rotary cannon	\$22.00
SF25-66	Gunspider - as above but anti-tank variant	\$22.00
SF25-67	M44 Coonhound Light Assault Vehicle	\$16.50
SF25-69C	Wheeled Flatbed Truck with Military Armored Cab	\$22.00
SF25-69E	Wheeled Truck with Military Cab and Command Post Body	\$27.50
SF25-73	AV-5 Security/Casualty Evac VTOL	\$27.50
SF25-75	ΔV/9Δ2 Gunshin VTOI	\$22.00
SF25-85	Paladin 6 wheeled Hi-Mobility Battletank with Laser Turret	\$38.50
SF25-86	Phalanx 6 wheeled heavy APC with twin laser turrets	\$55.00
SF25-88	Hoplite High Mobility Wheeled Vehicle with Rotary Cannon	\$44.00
SF25-89	Hunter Wheeled Tank Killer with Missile & Cannon	\$44.00
SF25-90	Defender Anti-Air Vehicle (based on Hunter)	\$44.00
SF25-91	Striker Multiple Rocket Artillery vehicle	\$44.00
SF25-93	Gauntlet II GEV Hover APC	\$27.50
SF25-98	MARS Multiple Artillery Rocket System on Truck	\$27.50
5. 23 00		

## **Doctor Who**

Superb exaggerated 25mm miniatures, by Harlequin, from the Dr Who TV

Dr Who Boxed Sets Limited Stocks	
HARDW1002 Dr Who & the Dinosaurs	\$143.95
Contains 3rd Dr. Sarah Jane, 2 Unit Troopers, Pterodactyl, giant T-Rex.	
HARDW1005 Mk III Dalek Patrol	\$52.75
HARDW1008 Who-mobile (Dr Who's hovering car, 3 <sup>rd</sup> Dr, Sarah)	\$76.75
HARDW1009 Bessie (Dr Who's car)	\$71.95
HARDW1010 UNIT Land Rover	\$71.95
HARDW1012 Draconian Boxed Set	\$46.05
HARDW1015 Sea Devils Boxed Set	\$46.05
HARDW1016 Guards of Gallifrey	\$46.05
HARDW1017 The War Machines (Dalek)	\$62.25

## Miniatures: Science Fiction - Fading Suns - Warhammer 40,000 - 27

## **Fading Suns**

HDI NOBLE ARMADA A starship miniatures game of broadsides and boarding actions in the Fading Suns universe. Royal houses vie against rival fleets and pirates for supremacy. Command frigates, destroyers or dreadnoughts to carve a fieldom from the stars! Let loose all guns against your enemies and loot their crippled ships. Suitable for beginner or advanced players. Includes 32 plastic starship miniatures, rulebook, game play counters for boarding parties, missiles etc, battle maps, interior deck plans, and ship display sheets. \$100.80
Capital Ships 6 metal spaceships, being 1 Hawkwood Vladimir Cruiser, 2 Hawkwood Griffin destroyers, 1 Decados Grigori Cruiser, 2 Decados Tupokta Destroyers. \$47.95 

## **Full Thrust**

GZG FULL THRUST 2nd Ed A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the \*##@## can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these billind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement -so you really need to fry to outguesy your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship is state.

Full Thrust Fleet Book Volume 1: Warships of the Major Powers This volume covers major warship classes of the four main powers of the Third Solar War period. NAC, ESU, NSL and FSE. Has complete game stats for those Full Thrust miniatures - over 60 pregenerated designs including generic freighters and support ships. Also has new and updated rules, new weapons, revised ship design, and simplified vector movement system... \$33.00 Full Thrust Fleet Book Volume 2: The Keno Files Alien Fleets of the First Xeno War A resource of ship designs and rules additions for use with Full Thrust. Has 45 different pre-generated starship designs ready for use from three different alien races — the aggressive Kra'vak, the enigmatic Sa'Vasku who are an ancient race with bio-engineered ships, and the unscrupulous Phalons, who look a bit like space-slugs

## Full Thrust Space Ship Miniatures Lead models by CMD, cast here in Melbourne by Eureka

		AND A STATE OF THE PARTY OF THE
FT404	NAO Finatana dan Fintana (40)	01.10
FIIUI	NAC Firestorm class Fighters (12)	
FT101 FT101A FT102	NAC Firestorm II class Fighters (12)	\$4.40
F1102	NAC Harrison class Scoutship (4)	\$4.40
FT102A FT103	NAC Harrison II class Scoutship (4)	\$4.40
FT103	NAC Arapaho class Corvette/Lancer (3)	\$6.55
FT104 FT105	NAC Miyazaki class Frigate (2)	\$7.70
FT105	NAC Ticonderoga class Destroyer (2)	\$8.26
ET106	NAC Hoshino class Light Cruisor (1)	ec cc
FT106 FT107	NAC HOSHIIO Class Light Cruiser (1)	
F1107	NAC Furious class Escort Carrier (1)	\$8.25
FT108	NAC Vandenburg class Heavy Cruiser (1)	\$11.00
FT109	NAC Majestic class Battlecruiser (1)	\$13.20
FT110	NAC Victoria class Battleship (1)	\$15.40
FT111	NAC Avalon class Battledreadnought (1)	\$17.60
FT112	NAC Valley Force class Superdreadpought (1)	\$22.00
FT113	NAC Inflorible close Light Fleet Corrier (1)	640.00
FT444	NAC IIIIexible class Light Fleet Carrier (1)	
FT114	NAC Ark Royal class Fleet Super Carrier (1)	\$22.00
FT121	NAC Phantom class Heavy Fighters (12)	\$6.55
FT201	ESU Kilo class Fighters (12)	\$4.40
FT201A	ESU Kilo II class Fighters (12)	\$4.40
FT202	FSITI enov class Scoutshin (4)	24 40
FT202A	ESTIT anny II class Scoutship (4)	¢ 4 40
FT203	ECIT Manuable along Constant (1)	
F1203	ESU Nanucika class Corvette/Lancer (3)	
FT204	ESU Novgorod class Frigate (2)	\$7.70
FT205	ESU Warsaw class Destroyer (2)	\$8.25
FT205B	ESU Warsaw/M class Destroyer (2)	\$8.25
FT206	ESU Tibet class Light Cruiser (1)	\$6.55
FT207	ESU Beiling class Escort Carrier (1)	\$8.25
FT207 FT208	FSU Gorehkov class Heavy Cruiser (1)	¢11.00
FT200	FSU Manchuria class Battlecruieer (1)	\$12.20
FT240	ECLI Detrograd along Detterting (1)	313.20
F1210	ESO Petrograd class Battleship (1)	\$15.40
F1211	ESU Rostov class Battledreadnought (1)	\$17.60
FT209 FT210 FT211 FT212	ESU Komarov class Superdreadnought (1)	\$22.00
FT213	ESU Konstantine class Attack Carrier (1)	\$22.00
FT214	ESU Tsiolkovsky Light Carrier (1)	\$22.00
FT221	FSII Kieha clase Heavy Fighters (12)	\$6 EE
FT302	Clarke class Suprov Crainer (1)	647.00
FT302	Clarke class Survey Cruiser (1)	\$17.60
FT305	Hamburg class Heavy Modular Star Freighter (1)	\$13.20
FT308	Medium Freighter (1)	\$11.00
FT401	Kra,vak Ra'san class Fighters (12)	\$4.40
FT402	Kra'vak Lu'dak class Scoutship (4)	S4 40
FT403	Kra'vak Ka'tak class Corvette/Lancer (3)	\$6.55
FT404	Kra'vak Da'tak class Frigate (2)	\$7.70
FT405	Kra'yak Di'tok class Destroyer (2)	00.00
FT406	Krayak Valhak alasa Light Cruiner (1)	
FT406	Kra vak vo bok class Light Cruiser (1)	\$7.70
F1407	Kra vak Sitek class Escort Carrier (1)	\$8.00
FT408	Kra'vak Va'dok class Heavy Cruiser (1)	\$11.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	\$13.20
FT410	Kra'vak Ko'vol class Battleship (1)	\$15 40
FT411	Kra'vak Lo'vok class Battledreadnought (1)	\$17.60
FT412	Kra'vak Yu'kas class Superdreadpought (1)	\$22.00
FT413	Kra'yak Ko'ean class Strike Carrier (1)	\$22.00
FT404	Kia vak Ko saii class Strike Carrier (1)	\$22.00
FT421	Kra vak va Sa class Heavy Fighters (12)	\$6.55
FT501	NSL Alder class Fighters (12)	\$4.40
FT502	NSL Falke class Scoutship (4)	\$4.40
FT503	NSL Stroschen cllass Corvette/Lancer (3)	
FT504	NSL Ehrenhold class Frigate (2)	\$7.70
FT505	NSL Waldburg class Destroyer (2)	\$8.00
FT506	NSI Kronnrinz class Light Cruiser (1)	98.55
FT507	NSI Padetzky class Espert Carrier (1)	ee 00
FT508	NOL Madericky class Escolt Gairlet (1)	
FT509	NSL Markgrar class Heavy Cruiser (1)	\$11.00
F1509	NSL Maximilian class Battlecruiser (1)	\$13.20
FT510	NSL Von Burgund class Battleship (1)	\$15.40
FT511	NSL Szent Istvan class Battledreadnought (1)	\$17.60
FT512	NSL Von Tegetthoff class Superdreadnought (1)	\$22.00
FT513	NSL Der Theuerdank Fighter Carrier (1)	\$22.00
FT601	ESE Mirage IX class Fighters (12)	\$4.40
FT602	FSF Mistral class Scoutshine (4)	£4.40
FT603	FSE Athena class Conjettes (3)	07.70
ETENE	ECE Can Miguel class Destroyers (2)	\$7.70
FT605	FOE Coffee along Links Destroyers (2)	\$8.00
FT606	TSE Suilren class Light Cruiser (1)	\$7.70
FT607	FSE Milan class Escort Cruiser (1)	\$8.00
FT608	FSE Jerez class Heavy Cruiser (1)	\$11.00
FT609	FSE Ypres class Battlecruiser (1)	\$13.20
FT610	FSE Roma class Battleship (1)	\$15.40
FT611	FSF Bonaparte class Battledreadnought (1)	\$17.60
FT612	FSF Foch class Superdreadnought (1)	\$22.00
FT613	ESE Bologna class Light Carrier (1)	\$22.00
FT614	ESE Joanna D'Ara Float Carrier (1)	\$22.00
FT621	FOE Jeanine D'Arc Fleet Carrier (1)	\$22.00
F1621	FSE Camerone class Heavy Fighters	\$6.55
FT701 FT702A	Sa Vasku Drone Fighters (12)	\$4.40
FT702A	Sa Vasku Scout Ships (4)	\$4.40
FT702B FT703	Sa'Vasku Scout Ships (4)	\$4.40
FT703	Sa'Vasku BattleScouts (3)	\$6.55
FT704	Sa'Vasku Attackers (2)	\$7.70
FT704 FT705	Sa'Vasku Destroyers (2)	07.70
FT706	Sa'Vacku Light Strike Ship (1)	
FT706	Call (call) Chris Chia (1)	\$7.70
FT707A	Sa vasku Strike Snip (1)	\$8.00
FT707B	Sa vasku Strke Snip (1)	\$8.00
FT708	Sa Vasku Drone Pod Ship (1)	\$11.00
FT710 FT712	Sa'Vasku Heavy Battleship (1)	\$15.40
FT712	Sa'Vasku Dreadnought (1)	\$22.00
FT801A	Phalon Nith Class Fighters (12)	\$4.40
FT801B	Phalon Tuus Class Heavy Fighters (12)	\$4.40
FT801C	Phalon Vaan Class Intercentors (12)	04.40
FT802A	Phalon Physa class Roon Soute (4)	
ETOOZA	NAC Firestorm class Fighters (12) NAC Firestorm I class Fighters (12) NAC Harrison II class Fighters (12) NAC Harrison II class Fighters (12) NAC Harrison II class Scottship (4) NAC Harrison II class Scottship (4) NAC Harrison II class Scottship (4) NAC Araphan class Corvetter Lancer (3) NAC Ticonderoga class Destroyer (2) NAC Hoshino class Light Cruiser (1) NAC Varion class Light Cruiser (1) NAC Varion class Batterion (1) NAC Ward Lass Battlerion (1) NAC Lass Lass Lass Lass Lass Lass Lass Las	
FT802B	Friaion Viath class Recon Scouts (4)	\$4.40

FT803	Phalon Dorrth class Corvettes (3)	\$7.70
FT804A	Phalon Phuun class Frigate (2)	\$7.70
FT804B	Phalon Dinth class Frigate (2)	\$7.70
FT805	Phalon Dinth class Destroyers (2)	\$8.00
FT806	Phalon Tsaara class Light Cruiser (1)	\$7.70
FT807	Phalon Huulth class Medium Cruiser (1)	\$8.00
FT808	Phalon Tuuloth class Heavy Cruiser (1)	\$11.00
FT809	Phalon Huulth class Medium Cruiser (1). Phalon Tuuloth class Heavy Cruiser (1). Phalon Keraph class Battlecruiser (1).	.\$13.20
FT810	Phalon Ptath class Rattleshin (1)	\$15.40
FT811	Phalon Saath class Light Dreadnought (1) Phalon Voth class Superdreadnought (1)	.\$17.60
FT812	Phalon Voth class Superdreadnought (1)	.\$22.00
FT813	Phalon Taanis class Light Fighter Mothership (1)	.\$22.00
FT814	Phalon Draath class Heavy Fighter Mothership (1)	.\$22.00
FT901	Oceanic Union Defence Fleet Fighters (12)	\$4.40
FT902	Oceanic Union Defence Fleet class Frigate (2)	\$7.70
FT905	Oceanic Union Defence Fleet class Destroyers (2)	\$8.00
FT906	Oceanic Union Defence Fleet class Light Cruiser (1)	
FT908	Oceanic Union Defence Fleet class Heavy Cruiser (1)	\$11.00
FT1001	Islamic Fed Djinn class Light Fighters (12)	\$4.40
FT1021	Islamic Fed Ghazi class Heavy Fighters (12) Islamic Fed Al Shaulah class Strikeships (3)	\$6.65
FT1022	Islamic Fed Al Shaulah class Strikeships (3)	\$4.40
FT1003	Islamic Fed Khabar class Corvettes (3)	\$6.65
FT1004	Islamic Fed Al Hawar class Frigates (2)	\$7.70
FT1005	Islamic Fed Saladin class Destroyers (2)	\$8.00
FT1010	Islamic Fed Sword of Islam class Battlship (1)	.\$15.40
FT1101	United Nations Dauntless class Fighters (12)	\$4.40
FT1121	United Nations Defender class Heavy Fighters (12)	\$6.65
FT1102	United Nations Hermes class Diplomatic Courier (4)	\$4.40
FT1103	United Nations Warrior class Battle Corvettes (3)	\$6.65
FT1104	United Nations Hunter class Frigate (2)	\$7.70
FT1104A	United Nations Lawkeeper class Patrol Cutter (2) United Nations Lake class Destroyers (2)	\$7.70
FT1106	United Nations Mountain class Light Cruiser (1)	\$7.70
FT1107	United Nations Bay class Escort Cruiser (1)	\$1.70
FT1108	United Nations River class Heavy Cruiser (1)	¢11 00
FT1109	United Nations Point class Battlecruiser (1)	\$13.20
FT1110	United Nations Luna class Battleship (1)	\$15.20
FT1111	United Nations Sea class Rattledreadnought (1)	\$17.60
FT1112	United Nations Gaia class Superdreadnought (1) United Nations Sol class Extended Range Superdreadnought (1)	\$22.00
FT1112A	United Nations Sol class Extended Range Superdreadnought (1)	\$22.00
FT1113	United Nations Star class Light Carrier (1)	\$22.00
FT1114	United Nations Constellation class Heavy Carrier (1)	\$22.00
Tiny X-W	ring Fighters (24)	.\$17.60
Tiny Tri-V	Ving Fighters (24)	.\$17.60
Tiny Cres	scent Fighters (24)	.\$17.60
Tiny Rho	mboid Fighters (24)	.\$17.60
	Full Thrust Fleet Packs	

## A balanced fleet suitable to begin gaming.

## Necromunda

Necromunda Book The complete rules to the game	\$38.50
Battles in the Underhive 96 page full color book which is a cor	moilation
of some of the most sought-after Necromunda articles from the	pages of
White Dwarf magazine and the Citadel Journal. Also has new eve	
and rules for them; how to play the Adeptus Arbites: a new scenario	
in low-light conditions; creating a scenario based around a single	
monstrosity.	\$20.00
Kal Jerico A graphic novel (ie, comic strips) of the suave Necro	
bounty hunters Kal Jerico. Here are all of Kal's adventures including	
search for a hoard of lost archaeotech, the Motherlord.	\$13.50
The Redeemer Graphic novel (ie, comic strips) which follows the	
wrath of Klovis the Redeemer and his eager gang of zealots as they	
and purge every heretic and mutant from the Underhive	\$13.50
Gang War Issue 1 Magazine devoted to Necromunda	\$6.75
Gang War Issue 2 Magazine devoted to Necromunda	\$6.75
Gang War Issue 3 Magazine devoted to Necromunda	\$6.75
Gang War Issue 6 Manazine devoted to Necromunda	\$6.75

## Silent Death

IRO Silent Death: The Next Millennium Deluxe Edition. A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedoes and asteroids, and two 24\* x 36\* hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, 8 24 updated ship designs. \$76.80.

Kenegades: The Espan Rebellion A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. \$22.00.

Silenth Death Forces: Universal Night Watch Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded protect against the Night Brood, horrors from beyond Terran space. New weapons, technology, 12 scenarios. \$25.85.

Silent Death Hostile Takeover Pedro Martinez tried to free Espan from against fine hight Broot, notrots from beyond terrain space, new weapons, technology, 12 scenarios.

Silent Death Hostille Takeover Pedro Martinez tried to free Espan from the stifling yoke of Kashmere, resulting in war. Has 4 new fighter wings, four new space fightes, 12 new scenarios.

Silent Death House: Sigurd Archdiocese The faithful of the Church of Odin believe that only they can stand against the Brood and their evil nerroachment on human space.

Silent Death Kashmere Commonwealth Reveals the history of the greatest trading house in the galaxy. Seven new Kashmere house ships & two new pirate vessels, scenarios, and campaign.

\$25.85
Silent Death Rules of Warfare Scheduling tournaments, running leagues, and organising SD events, cut-out color counters and maps. \$22.55
Silent Death Rules of Warfare II Official tournament guidelines

preconstructed fleets, counters, map, refits, etc
their survivors into tough mercenaries.  \$22.55 Yoka-Shan Warworlds The Warworlds have as many enemies as they diallies, so they invest heavily in research and development to try to keep at edge, so they have some cool stuff  \$28.55 Q'raj Void Protectorate A series of colonies established by peoples from the Middle East of Old Earth. Has new starcraft, cool refifs, new satellites four new space platforms, 12 scenarios writh maps, etc  \$36.25

## **Space Rangers**

## Star Blazers

VOY STAR BLAZERS Tactical space combat rules based on the animated science fiction series staring Space Battleship Yamato. The rules include many simple cut-out ship counters, but a fine range of starship miniatures are available below. Now you can refight the Gamilon and White Comet Wars of 2199-2201 AD. Send for the Yamato with its massive Wave Motion Gun and try to crush the evil Gamilon ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules. \$37.95

EDF Technical Manual 206 page sourcebook, being a data book that brings together the ships and weapons of all three space powers, EDF. Gamillon Empire and White Comet Empire 490 illustrations, fleet organization, command structure, mission profiles for ships, etc.......\$1.05

	Star Blazers Miniatures	
VOY1001	EDFS Space Battleship Yamato (1)	\$15.35
VOY1002	EDFS SBB Andromeda (1)	
VOY1003	EDFS Standard Battleship (1)	\$13.95
VOY1004	EDFS Battlecruiser (1)	\$9.10
VOY2001	GAM Tri-Deck Carrier (1)	\$15.35
VOY2002	GAM Battle Carrier (1)	\$15.35
	GAM S-Type Battleship (1)	\$15.35
VOY2004	GAN Desslok Command Ship 1 (1)	\$12.45
	GAM Destroyer (6)	\$7.70
VOY2006	GAM Smite Ship (2)	\$6.25
VOY3001	COM Magna Flame Ship Medaruus (1)	\$18.95
	COM Battleship (1)	\$15.35
	COM Twin Deck Carrier (1)	\$15.35
VOY3004	COM Destroyer (3)	\$9.10

## VOID

I-KORE VOID An exciting fast paced miniatures tabletop battle system (with a strong Warhammer 40,000 'feei') for 2 or more players. Set in a universe where the homewords of Viridia, Ironglass and Prime battle for colonies in the farthest reaches of the galaxy. VASA, the panhuman police force, tries to keep the peace, but with the emergence of the biotech Koralon aliens, mankind must put asides its petty rivally to face this new threat, or it may be destroyed. Has background, complete rules for all the miniatures, army lists for Junkers, Syntha, VASA, Viridians, vehicles, and the Koralon. Also has an extensive armory.

SFree With Boxed Sets Over \$22.50 in value

#### **Void Miniatures**

Blisters		
IKO11101	MARINES (2)	\$10.50
IKO11102	MARINE SERGEANT	\$7.50
IKO11103	MARINE WITH ROCKET LAUNCHER	\$7.50
IKO11104	MARINE CHAIN GUNNER	\$7.50
IKO11105	MARINE CHAIN GUNNER MARINE WITH GRENADE LAUNCHER	\$7.50
IKO11106		
IKO11107	SHOCK MARINES (2)	\$12.00
IKO11108	MA IOR ICHARIIS TRASK	\$10.50
IKO11109	MARINE SCOUT ON MOUNT	\$12.00
IKO11110	MARINE SCOUT SERGEANT MOUNTED	\$13.50
IKO11201	LEGIONARIES (2)	\$12.00
IKO11202	LEGIONARY SERGEANT	\$9.00
IKO11203	MARINE SNIPER SHOCK MARINES (2) MAJOR ICHARUS (2) MAJOR ICHARUS (3) MARINE SCOUT SERGEANT MOUNTED LEGIONARY SERGEANT LEGIONARY SERGEANT LEGIONARY SERGEANT LEGIONARY WITH FLAME THROWER	\$7.50
IKO11204		
IKO11205	EXO-SUIT WITH LIGHT FLAMER	\$15.00
IKO11206	SANDRUNNER	\$15.00
IKO11501	BROOD WARRIORS (2)	\$10.50
IKO11502	PHAZON	
IKO11503	LARVAL	
Boxed Set		
IKO31101	S MARINES (5)	\$22.50
IKO31102	SHOCK MARINES (4)	\$24.00
IKO31201	LEGIONARIES (5)	\$27.00
IKO31501	BROOD WITH BLADES (5)	\$22.50
IKO31502	LEGIONARIES (5) BROOD WITH BLADES (5) BROOD WITH HEAVY BLADES (5)	\$22.50
IKO31503	LARVANS (3)	\$27.00
IKO31901	KORVUS (Large walking two-legged vehicle)	\$45.00
IKO31902	TIGER APC (Large 4 legged APC)	\$60.00
IKO31903	SANDBAGS & AMMO DUMPS	\$22.50
IKO31904	RUINS AND CRATERS	\$22.50
IKO31905	HOMEWORLD STARTER BOX	\$135.00
Contains 1 >	Korvus, 8 Convict Legionaries, 12 Marines, Free Void R	lulesbook.
	0 = I	

## VOR: The Maelstrom

FASA VOR: THE MAELSTROM The Maelstrom is an unimaginable force that pulse entire works — including the near future Earth, into a warped dimension, where it slowly consumes them. The Neo-Soviet and Union power-blocks find themselves suddenly not only at war with each other, but suddenly beset by fierce and bizzare alien races which have also been sucked into the Maelstrom. This is a fast-paced new miniatures game by FASA, with flexible game mechanics that allow both skirmish games and large-scale battles. You can use any miniatures with VOR, includes profiles for the nine most important races. Has basic army lists. This starter box introduces players to the deadly setting and has everything needed to play. Also plastic templates, etc. 16 30mm scale miniatures are included: a 7cm all Growler Bull, 3 Growler Horned One, 4cm tall by 5.5cm wide), 3 Growler Pups, 9 Union Soldiers. Also 5 resin walls, each 17cm x 8.5cm. For a short time only, we offer the complete game of VOR: The Maelstrom for \$100.00, plus 7 bilsters of VOR miniatures, for free! Only while stocks last. Around \$200 valles.

plus 7 blisters of VOR miniatures, for freel Only while stocks last. Around 200 value.

\$96.00 Growler Force Book The awesome growlers, hulking beasts of pure aggression, creatures feared for their superior physical provess and unequaled ability to survive in theMaelstrom. Details their life cycle, culture, breeds, colonies, homeword, force list, new abilities.

\$29.70 Union Force Book The Union is the Earth's high-tech military force. Has race specific campaign rules, new equipment, characters, etc. Also has a North American Battle Terrain Table, orbital strikes, etc.

\$32.95 Neo-Soviet Force Book Describes the deadly and diabolical forces of the Neo-Soviet empire, with background on their military and questionable arsenal. Has new units, mutants, and Ursa heavy assault suits.

\$30.75 Razorfang's Exodus The Growler Chieftain Razorfang is on the run, having escaped the Neo-Soviet chem dosc. He and his pack invade North America, looking for a safe haven, with Zykhee hot on his trail....\$31.85 Zykhee Porce Book Masters of melee and mystical combat. A detailed background on this wickedly agile race. Has new units such as wardyns, beath Dancers, Stalkers, etc. A Battle Ferran Table, new campaign rules, new force traits, and five unique personalities.........\$35.75

#### **VOR Miniatures**

FAS40202	Union Infantry with Bulldog Rifle (1)	\$6.70
FAS40301	Zykhee Warrior Close Combat 1	\$7.70
FAS40302	Zykhee Warrior Close Combat 2	\$7.70
FAS40303	Zykhee Warrior Close Combat 3	\$7.70
FAS40304	Zykhee Warrrior Ranged 1	\$9.60
FAS40305	Zykhee Warrrior Ranged 2	\$9.60
FAS40306	Zykhee Warrrior Ranged 3	\$9.60
FAS40401	Neo-Soviet Rad Troopers w/rifle (2)	\$9.60
FAS40402	Neo-Soviet Rad Troopers w/SMG (2)	\$9.60
FAS40403	Neo-Soviet Officer	\$6.70
FAS40404	Neo-Soviet Cyclops 1	\$10.55
FAS40405	Neo-Soviet Cyclops 2	\$10.55
FAS40406	Neo-Soviet Cyclops 3	\$10.55

## Warhammer 40,000

GAM revised 3<sup>rd</sup> Edition The all new, completely revised 3<sup>rd</sup> Edition Warhammer 40,000 is out now! The easiest way to explain the revisions, is that Warhammer 40,000 is no longer a skirning (squad) level game, with 2,000 point Space Marine armies having only

## 28 - Miniatures: Science Fiction Warhammer 40,000

around 20 figures and a couple of vehicles. The new rules play a lot quicker and smoother, allowing much bigger armies. This is done by streamlining the game system in many ways: movement rates have been generalised; overwatch has been scrapped; each race instead has its own unique wargear list instead of cards; powerful characters are toned down considerably; your psyker can perform one psychic power in your turn if he can roll under his leadership (so psykers don't dominate the game anymore either — about timely; vehicles are easier to destroy; points costs should be about half what they were before, army lists are completely different now. Other rules have also been streamlined, such as shooting, laking wounds. There are modifiers to break tests such as —4 if outnumbered 4 to 1. Units break is a lot faster than before. And no more sustained fire dice, heavy weapons may fire from 1 to 3 times, depending on the weapon. The game comes with a 286 page rulebook, which includers are proposed to the comes with a 286 page rulebook. Which includers are proposed to the composed of the composition. These army lists are complete, but don't have any special characters. Over the next couple of years, Games Workshop will re-release up to 32 Codox Army List books, which will include the special characters. The game includes a new plastic landspeeder, 10 space marines with separate arms, weapons heads; 20 Dark Eldar with with separate arms, weapons, heads; 20 Dark Eldar with with separate arms, weapons, heads; 20 Dark Eldar with with separate arms, weapons heads; 20 Dark Eldar with with separate arms, weapons heads; 20 Dark Eldar with with separate arms, weapons heads; 20 Dark Eldar with with separate arms, weapons heads; 20 Dark Eldar with with separate arms, weapons the page rulesbook.

#### Warhammer 40,000 Novels

#### Warhammer 40,000 Combat Books

Captain Leonatos Oh dear. GW have produced combat books like the Lost World books. Each page of the small booklet has a picture of the character making an attack, or taking a hit, plus a grid of options on how to attack/defend next. You need two books to play. \$4.85 Kal Jerico (from Necromunda) Same as above. \$4.85 Eldar Exarch (from 40K) Same as above. \$4.85

#### Warhammer 40,000 3rd Edition Codex Books

Codex Armageddon Armageddon is a world forn apart by the largest Ork invasion in imperial history. Has army lists for Ork Speed Freeks, Armageddon Steel Legion Imperial Guard, and Space Marine Black Templars and Salamanders. Also a full color guide, full background and history of the world, forces and battles leading upto the final battle— the fate of which will be decided by 40K players around the world.



Codex Catachans Complete army lists for the most infamous deathworld in the galaxy, which produces the best Imperial Guard jungle fighters. Includes their booby traps, jungle terrain generator, and their very horrific set-up rules that let them deploy four units completely undected in any sector the board (excluding nemy deployment zone), etc. \$11.95 

Army Builder Version 2.0 A computer assisted army list builder. You can create your army rosters in minutes. Handles all the bookkeeping and even flags the specific errors when a roster is not legal. Prints out the rosters when you've finished. Full stats and details on every available unit are at your fingertips, You can download free data flies for dozens of miniatures systems from their website, including 40K, WFB, DBM, BS Wars, etc.................\$82.50

HOW TO MAKE WARGAMES TERRAIN Nothing looks better than a caming table crammed with exciting scenery. This book shows you how to 

## Warhammer 40,000 Miniatures 40K 3rd Ed Terrain & Accessories

Gothic Ruins	Building '	A' The	same a	as come	in the	game\$7.00
<b>Gothic Ruins</b>						
Jungle Trees	The same a	s come	in the	game		\$7.00

## Jungle Trees The same as come in the game. Weapon Templates The same transparent, plastic templates that co 40K Boxed Armies

BLOOD AND 2000 point a of marines.	GELS SPACE MARINE ARMY	
SPACE ORF 1000 point a Snakebite Bo	K ARMY rmy - Ghazghkull, Makari, Runtherd, Shokk Attack Gun, parboyz Mob, Stormboyz Korps, Blood Axe Kommandos ion, Dreadnought, Snotling Herd.	\$300.00 Goff Boyz Mob,
Squad of 5	MPERIAL FISTS SUPREMACY FORCE  Terminators, Tactical Squad of 10 Space Marines, 5 Space Charles and Contain	
CIT0507	CHAOS SPACE MARINE ARMY	\$230.00
NECRON F	PAINERS	
CIT978717	NECRON RAIDERS BOXED SET (7) NECRON SUPPORT WEAPON	\$36.00
CIT985647	NECRON SUPPORT WEAPON	\$13.50
CIT985654	NECRON HERO/LEADER (1)	\$11.00
CIT985678	NECRON RAIDERS (2)	\$13.50
CIT985661	NECRON SCARABS (4)	\$13.50
CIT981762	NECRON IMMORTAL (1)	
SPACE MA	RINE VEHICLES	
CIT958788	SPACE MARINE SCOUT BIKE SQUADRON (3)	\$54.00
CIT960118	LANDRAIDER CRUSADER (Plastic & metal kit)	\$72.00
CIT962938	SPACE MARINE LANDRAIDER (New plastic kit)	\$67.50
CIT966578	SPACE MARINE LAND SPEEDER TYPHOON	\$40.50
CIT968800	SPACE MARINE RAZORBACK TANK	\$49.50
CIT972753	SPACE MARINE LANDSPEEDER New Plastic Kit	\$36.00
CIT970865	SPACE MARINE LANDSPEEDER TORNOADO	\$49.50
CIT999266	WHIRLWIND (1)	\$50.00
CIT999934 · CIT991259	PREDATOR NEW PLASTIC KIT (1)	
CIT991235	SPACE MARINE ANNIHILATOR (1)	\$49.00
CIT983650	SPACE MARINE BIKE (1)	
CIT969333	RHINO PLASTIC KIT (1)	\$36.00
CIT991242	RHINO PLASTIC KIT (1)	\$54.00
CIT980864	SPACE MARINE ATTACK BIKE (1)	\$36.00
CIT972111	SPACE MARINE ATTACK BIKE (1)SPACE MARINE VINDICATOR PLASTIC KIT	\$49.50
SPACE MA	RINE BOXED SETS	
CIT960869	BLACK TEMPLARS TACTICAL SQUAD (13)	\$36.00
CITOGOAGO	CALAMANDED TACTICAL COLLAD (10)	\$26.00

CIT960869	BLACK TEMPLARS TACTICA	L SQUAD (13)	\$36.00
CIT960460	SALAMANDER TACTICAL SO	QUAD (10)	\$36.00
CIT959815	SPACE MARINES (5 plastic, 1	rom 40K 2 <sup>nd</sup> Ed)	\$16.00
CIT974047	SPACE MARINE BATTLE FO		\$110.00
Contains 1 te	n man Space Marine Squad, a	five man Terminator Squad, t	hree Space
Marine Bikes	a Land Speeder, & Gothic Ru	ins. All are plastic.	
CIT973590	SPACE MARINE TACTICAL S	SQUAD (10)	\$31.50
CIT972739	SPACE MARINE DEVASTATO	ORS (5)	\$40.00
The all new p	lastic bodied, metal weapon, S	pace Marine Devastators. Inc	lude Heav
Bolter, Plasm	a Gun, Missile Launcher, Lasc	annon and Sergeant.	
CIT971640	SPACE MARINE ASSAULT S	QUAD (5 plastic + jumppack	)\$27.00
CIT972746	SPACE MARINE COMBAT S	QUAD (5 plastic figures)	\$16.00
CIT993222	SPACE MARINE CHAPLAIN	ON BIKE	\$22.50
CIT986736	SPACE MARINE SCOUTS (5	)	\$30.00
SPACE MA	RINE LEGION OF THE DA	MNED	
CIT976447	LEGION OF THE DAMNED S	QUAD (10)	\$49.50
			649 EC

CIT975433 CIT975426 CIT975419	LEGION OF THE DAMNED SERGEANT (1) LEGION OF THE DAMNED SPECIAL WEAPON (1) LEGION OF THE DAMNED HEAVY WEAPON (1)	\$11.0 \$11.0 \$11.0
SPACE MA		
CIT960033	SPACE MARINE DEVASTATOR WITH MULTI MELTA	\$11.0
CIT970438	SPACE MARINE DEVASTATOR W/HEAVY BOLTER	\$11.0
CIT970445	SPACE MARINE DEVASTATOR W/LASCANNON	\$11.0

CIT970452 SPACE MARINE DEVASTATOR WIPLASMA CANNON CIT988594 SPACE MARINE DEVASTATOR WITH MISSILE LNCHR CIT970278 SPACE MARINE WITH ASSAULT WEAPON CIT970278 SPACE MARINE WITH ASSAULT WEAPON CIT972705 SPACE MARINE STERES REGEANT (1) CIT989029 SPACE MARINE SCOUTS WITH SERGEANT NAMANA CIT972708 SPACE MARINE SCOUTS WITH SOUTH SUFFICIAL CIT971039 SPACE MARINE SCOUTS WITH SOUTH GUNS (2) New CIT971039 SPACE MARINE SCOUTS WITH SNIPER RIFLE (2) CIT967346 SPACE MARINE SCOUTS WITH SNIPER RIFLE (2) CIT967346 SPACE MARINE LIBRARIAN CONTROL CONTROL CIT989699 SPACE MARINE SPACE MARINE SPACE MARINE CHAPLAIN (1) CIT701025 SPACE MARINE SPACE MARINE SPACE MARINE SPECIAL WEAPONS (1) CIT998791 TACTICAL SPACE MARINE SPECIAL WEAPONS (1) CIT998791 TACTICAL SPACE MARINE SPECIAL WEAPONS (1) CIT998791 TACTICAL SPACE MARINE SPECIAL WEAPONS (1) CIT9910395 APACE MARINE SPECIAL WEAPONS (1) CIT9981391 SPACE MARINE SPECIAL WEAPONS (1) CIT9981391 SPACE MARINE SCOUT SERGEANT (1) CIT981311 SPACE MARINE SCOUT SERGEANT (1) CIT981311 SPACE MARINE SCOUT WITH HEAVY BOLTER CIT981298 SPACE MARINE SCOUT SOUT WITH HEAVY BOLTER CIT981298 SPACE MARINE SCOUT SOUT STATEMENT SPACE MARINE SCOUT STATEMENT SPAC	\$11.00 \$11.00 \$11.00 \$11.00 \$11.00 \$12.50 \$12.50 \$11.00 \$10.00 \$1
SPACE MARINE TERMINATOR BOXED SET CIT992881 SPACE MARINE PLASTIC TERMINATORS (5)	\$40.00
TERMINATORS  CIT998777 TERMINATOR TROOPER (1). CIT998780 TERMINATOR WITH ASSAULT CANNON (1). CIT998783 TERMINATOR WITH ASSAULT CANNON (1). CIT998783 TERMINATOR CAN TERMINATOR (1). CIT998783 TERMINATOR CAN TERMINATOR (1). CIT998782 TERMINATOR CAN TERMINATOR (1). CIT998722 TERMINATOR CHAPLAIN (1). CIT998782 TERMINATOR CHAPLAIN (1). CIT998786 CYCLONE TERMINATOR (1). CIT998786 TERMINATOR CAPTAIN (1). CIT9972272 TERMINATOR CAPTAIN (1).	\$13.50 \$13.50 \$13.50 \$13.50 \$13.50 \$13.50 \$13.50 \$13.50 \$16.00
SPACE WOLVES BOXED SETS	\$40.50
SPACE WOLVES BOXED SETS CIT960439 SPACE WOLF LONG FANGS (5) CIT960439 SPACE WOLF BLOOD CLAWS (10 plastic figures) CIT963126 SPACE WOLF BATTLEFORCE (10 Blood Claws, 10 Grey Hunters, 3 Bikes, Rhino, Gothic Ruins.) CIT963133 SPACE WOLVES GREY HUNTERS (10 plastic figures) CIT999312 SPACE WOLVE VENERABLE DREADNOUGHT (1) CIT999986 LONG FANGS SQUAD (5)	\$31.50 \$112.50 \$31.50 \$63.00 \$49.00
SPACE WOLVES CITISGOUS SPACE WOLF SCOUT WITH PLASMA GUN (2). CITISG2914 LOGAN GRIMMAR SPACE WOLF CHARACTER. CITISG2945 LONG FANG & COMMAND SHOULDER PADS (20). CITISG2952 GREY HUNTER & BLOOD CLAW SHOULDER PADS (20). CITISG99101 SPACE WOLF TRANSFERS CITISGOUS SPACE WOLF GUARD (1). CITISGOUS SPACE WOLF TRANSFERS CITISGOUS SPACE WOLF GUARD CYCLONE TERMINATOR (1). CITISGOUS WOLF GUARD CYCLONE TERMINATOR (1).	\$12.50 \$22.50 \$13.50 \$13.50 \$14.50 \$14.50 \$16.00 \$11.00 \$13.50 \$13.50 \$13.50 \$16.00
DARK ANGEL BOXED SETS. CIT969883 RAVENWING BIKE SQUADRON (3 bikes & riders). CIT99985 DARK ANGELS DREADNOUGHT (1). CIT969289 MASTER OF THE RAVENWING (Landspeeder)	\$54.00 \$63.00 \$40.00
DARK ANGELS. CIT999272 DARK ANGEL MARINES (2) CIT999273 DARK ANGEL MARINES (2) CIT999806 ASMODAI DARK ANGEL CHAPLAIN (1) CIT998890 EZEKIEL DARK ANGEL LIBRARIAN (1) CIT998890 EZEKIEL DARK ANGEL STANDARD BEARER (1) CIT998882 DARK ANGEL CAPTAIN (1) CIT998623 DARK ANGEL CAPTAIN (1) CIT998673 DEATHWING CYCLONE TERMINATOR (1) CIT998076 DEATHWING TERMINATOR (1)	
CIT984611 BLOOD ANGELS FURIOSO DREADNOUGHT. CIT971015 BLOOD ANGELS BAAL PREDATOR KIT. CIT972128 BLOOD ANGELS DEATH COMPANY (5). CIT999989 BLOOD ANGEL DREADNOUGHT (1). CIT999989 BLOOD ANGEL HONOR GUARD (5 with Jump Packs).	\$63.00 \$49.50 \$31.50 \$63.50 \$49.50
BLOOD ANGELS CIT709843 APOTHECARY CORBULO (1) CIT988869 MEPHISTON LORD OF DEATH (1) CIT988852 COMMANDER DANTE (1) CIT988852 CAPTAIN YCHO (1) CIT988630 BLOOD ANGELS CAPTAIN (1) CIT972098 DEATH COMPANY BLOOD ANGELS CIT972104 DEATH COMPANY CHOOD ANGELS CIT972104 DEATH COMPANY CHOOD ANGELS CIT971589 BLOOD ANGEL CHAPLAIN LEMARTES (1) CIT971589 BLOOD ANGEL CHAPLAIN LEMARTES (1)	\$16.00 \$16.00 \$16.00 \$11.00 \$11.00 \$12.50 \$11.00 \$12.50
ALL CHAPTERS MARINE BOXED SETS	\$49.50
ULTRA MARINE BLISTERS CIT999118 ULTRAMARINE BANNERS CIT998975 MARNEUS CALGAR (1) CIT700882 TIGURIUS (1)	\$12.50 \$16.00 \$16.00
CIT998847 ULTRAMARINE CAPTAIN.  SISTERS OF BATTLE  CIT988488 IMMOLATOR TANK CIT993024 SISTERS OF BATTLE SQUAD (6) CIT987887 SISTERS OF SERAPHIM SQUAD (5) CIT987030 IMPERAL PREACHER (1) CIT987070 IMPERAL PREACHER (1) CIT987070 SERAPHIM SISTER SUPERIOR (1) CIT987084 SERAPHIM SISTER SUPERIOR (1) CIT987107 SERAPHIM SISTER FLAMERS (1) CIT987107 SERAPHIM BATTLE SISTER (1) CIT987112 BATTLE SISTER WITH HAUTLIMELTA (1) CIT987121 BATTLE SISTER WITH FLAMER (1) CIT987132 BATTLE SISTER WITH FLAMER (1) CIT987134 BATTLE SISTER WITH FLAMER (1) CIT987139 BATTLE SISTER WITH FLAMER (1) CIT987139 MPERIAL MISSIONARY (1) CIT987994 SISTERS S(3) CIT987894 IMPERIAL MISSIONARY (1) CIT9879124 SISTERS DECALS & BANNERS CIT987930 BATTLE SISTER CANONSCS (1) CIT987930 BATTLE SISTER CANONSCS (1) CIT987930 BATTLE SISTER WITH HELIXGUM (1) CIT987962 BATTLE SISTER WITH HELIXGUM (1) CIT987985 BATTLE SISTER WITH HELIXGUM (1) CIT987986 BATTLE SISTER WITH HELIXGUM (1) CIT98798 BATTLE SISTER WIT	\$49.00 \$36.00 \$45.00 \$13.50 \$11.00 \$10.00 \$1
CIT987962 BATTLE SISTER WITH HEAVY BOLTER (1)  CHAOS SPACE MARINE BOXED SETS  CIT989808 CHAOS SPACE MARINE (8 plastic, 4 Khome, 4 Nurgle).  CIT965519 CHAOS SPACE MARINES (8 plastic, 4 Khome, 4 Nurgle).  CIT965519 CHAOS SPACE MARINE BATTLEFORCE.  CHAOS SPACE MARINE BATTLEFORCE.  CHAOS SPACE MARINE SOUAD (5 plastic figures).  CIT969067 CHAOS SPACE MARINE BIKE SOUAD (5 plastic figures).  CIT969074 CHAOS SPACE MARINE BIKE SOUAD (3).  CIT969838 CHAOS SPACE MARINE BIKE SOUAD (3).  CIT969838 CHAOS SPACE MARINE BIKE SOUAD (3).  CIT969838 CHAOS SPACE MARINE RINE ON BIKE).  CIT9707902 CHAOS SPACE MARINE RINE (5).  CIT999976 CHAOS SPACE MARINE RETRINO.  CIT999976 CHAOS SPACE MARINE RETRINOTORS (5).  CIT999976 CHAOS SPACE MARINE TREMINATORS (5).  CIT999976 CHAOS SPACE MARINE SOUAD (7).  CH99976 GREATER DAEMON OF KHORNE (1).  CH99976 GREATER DAEMON OF KHORNE.  CH99713138 GREATER DAEMON OF KHORNE.  CIT97138 GREATER DAEMON OF SLAANESH.  CIT970285 CHAOS SPACE MARINES.  CIT970285 CHAOS SPACE MARINE LORD.	\$16.00 \$110.00 \$110.00 \$16.00 \$16.00 \$22.50 \$44.50 \$36.00 \$31.50 \$36.00 \$31.50 \$36.00 \$15.50 \$36.00 \$15.50 \$36.00 \$15.50 \$36.00 \$15.50 \$36.00 \$15.50 \$36.00 \$15.50 \$36.00 \$15.00

## Miniatures: Science Fiction – Paints & Accessories - 29

\$112.50

Milliatures: Stiern	LE I ILLIUII - Faii
CIT970886 CHAOS SPACE MARINE RAPTOR (I) CIT970888 CHAOS SPACE MARINE RAPTOR (I) CIT970888 CHAOS SPACE MARINE RAPTOR WASSAULT WEAPON\$11.00 CIT986967 CHAOS SPACE RAPINE OBLITER WOR (I) CIT986959 CHAOS SPACE MARINE CHAMPION (I) CIT989579 CHAOS SPACE MARINE CHAMPION (I) CIT998579 CHAOS SPACE MARINES CIT998609 ABADDON THE DESPOILER (I) CIT998510 CHAOS PLAGUE MARINES (I) CIT998540 CHAOS PLAGUE MARINES (I) CIT998540 CHAOS PLAGUE MARINE WISPECIAL WEAPON (I) CIT998510 CHAOS PLAGUE MARINE WISPECIAL WEAPON (I) CIT998510 CHAOS PLAGUE MARINE CHAMPION (I) CIT998510 CHAOS PLAGUE MARINE WISPECIAL WEAPON (I) CIT998510 CHAOS PLAGUE MARINE CHAMPION (I) CIT998510 CHAOS TERMINATOR CHAMPION (I) CIT998540 CHAOS TERMINATOR WITH HEAV'E RAPON (I) CIT998450 CHAOS SPACE MARINE WITH HEAV'E RAPON (I) CIT998461 CHAOS SPACE MARINE WITH HEAVY WEAPON (I) CIT998470 CHAOS SPACE MARINE WITH HEAVY WEAPON (I) CIT998470 CHAOS SPACE MARINE WITH HEAVY WEAPON (I) CIT998470 CHAOS SPACE MARINE WITH HEAVY WEAPON (I) CIT998540 CHAOS SPACE MARINE WITH HEAVY WEAPON (I) CIT998540 CHAOS SPACE MARINE SORCERER (I) CIT9985410 CHAOS CHAOS HARDEN (I) CIT9985410 CHAOS CHAOS HARDEN (I) CIT9985410 CHAOS CHAOS CHAOS CHAOS (I) CIT9985410 CHAOS CHAOS CHAOS CHAOS CHAOS CHAOS (I) CIT9985410 CHAOS CHAOS CHAOS CHAOS (I) CIT9985410 CHAOS CHAOS CHAOS (I) CIT9985410 CHAOS CHAOS CHAOS (I) CIT9985410 CHAOS CHAOS CHAOS CHAOS (I) CIT9985410 CHAOS CHAOS CHAOS CHAOS (I) CIT9985410 CHAOS	CIT715039 ASURMAN (1)
CIT970896 CHAOS SPACE MARINE RAPTOR (1)	CITT-15039 ASURMAN (1) CITT-15039 ASURMAN (1) CITT-15030 ASURMAN (1) CITT-15030 ASURMAN RA (1) C
CIT998593         CHAOS SPACE MARINE CHAMPION (1)	CIT997992 BAHARROTH CRY OF THE WIND (1)
CIT998609 ABADDON THE DESPOILER (1). \$22.50 CIT703074 CHAOS PLAGUE MARINES (3). \$14.50 CIT998548 CHAOS PLAGUE MARINE W/SPECIAL WEAPON (1). \$11.00	CIT997893 WARP SPIDER EXARCH (1)
CIT998531 CHAOS PLAGUE MARINE WSFECIAL WEAFON (1) \$11.00 CIT703111 CHAOS SPACE MARINE TERMINATOR (1) \$13.50	CIT997824 ELDAR GUARDIANS (3)
CIT998517 CHAOS TERMINATOR WITH REAPER AUTOCANNON\$13.50 CIT998500 CHAOS TERMINATOR WITH HEAVY FLAMER (1)\$13.50	CIT997794 ELDAR WARP SPIDER WARRIOR (1)
CIT998463 CHAOS TERMINATOR CHAMPION \$13.50 CIT998494 CHAOS SPACE MARINE WITH HEAVY WEAPON (1) \$11.00	CIT997855 DIRE AVENGER EXARCH (1)
CIT998487 CHAOS SPACE MARINE SORCERER (1) \$13.50 CIT998470 KHARN THE BETRAYER (1) \$16.00	CIT997916 ELDAR RANGERS (3)
CIT998456 AHRIMAN CHAOS SPACE MARINE SORCERER (1)	CIT997954 ELDAR STRIKING SCORPIONS (3)
CIT995233 CHAOS NURGLINGS (9)	CIT998036 FUEGAN THE BURNING LANCE (1)
CIT703258 CHAOS PLAGUE MÁRINE ICON (1) \$11.00 CIT998395 NOISE MARINE WITH SONIC BLASTER (1) \$11.00	CIT998050 ELDRAD ULTHRAN: FARSEER (1)
CIT998388 NOISE MARINE WITH BLASTMASTER (1) \$11.00 CIT998371 NOISE MARINE WITH DOOM SIREN (1) \$11.00	CIT960101 IMPERIAL GUARD STEEL LEGION (10)
CIT703319         CHAOS MARINE WITH KHORNE ICON (1)         \$11.00           CIT998401         CHAOS SPACE MARINE VETERANS         \$16.00           CIT998586         CHAOS SPACE MARINE WITH ASSAULT WEAPON         \$11.00	CIT960293 IMPERIAL GUARD SENTINTEL (1) CIT963201 IMPERIAL GUARD (Catachan) BATTLE FORCE
SPACE ORK BOXED SETS	CONTAINS 20 CATACHAN SENTINEL SQUADRON (3 plastic mode
CIT960057 WARLORD GHAZGHKULL \$27.00 CIT959785 SPACE ORKS (8 plastic from 2 <sup>nd</sup> Ed 40K) 4 orks, 4 gretchin\$16.00	CIT960293 IMPERIAL GUARD SENTINTEL (1) COTION IMPERIAL GUARD (Catachan) BATTLE FORCE COTION IMPERIAL GUARD (Catachan) BATTLE FORCE CIT963195 CATACHAN SENTINLE SOUADRON (3) plastic mode CIT966516 COLONEL SCHAEFFER'S LAST CHANCERS (12) CIT966520 CATACHAN JUNGLE FIGHTERS SOUAD (20) CIT991198 LEMAN RUSS DEMOLISHER (1) CIT991198 IMPERIAL GRIFFON PLASTIC KIT (1) CIT99174962 IMPERIAL CHIMERA PLASTIC KIT (1) CIT973109 BASILISK (1) CIT973109 BASILISK (1) B
CIT968848         SPACE ORK STICKBOMMERZ (12)         \$31.50           CIT966790         SPACE ORK 'ARD BOYZ (8 armored orks)         \$36.00	CIT991198 LEMAN RUSS DEMOLISHER (1)
CIT969050 SPACE ORK DREADNOUGHT \$63.00 CIT966806 SPACE ORK BATTLE FORCE \$112.00	CIT991174 HELLHOUND TANK (1)
Has 16 Ork Boyz, 5 Ork Warbikes, 1 Warbuggy, 1 Wartrukk, Battlefield Accessories. CIT969081 SPACE ORK STORMBOYZ (8) WITH JETPACKS\$31.50 CIT969043 SPACE ORK NOBZ (5 metal figures)\$49.50	CIT973309 BASILISK (1) CIT0785 EMMN RUSS PLASTIC TANK (1) CIT999835 CATACHAN JUNGLE FIGHTERS (10) CIT999798 TALLARN DESERT RADIERS (10) CIT993284 IMPERIAL GUARD COMMAND TOWER
CIT969098 SPACE ORK BOYZ (16 new plastic figures) \$31.50 CIT0436 ORK STORMBOYZ (5) \$43.50	CIT999798 TALLARN DESERT RAIDERS (10) CIT983254 IMPERIAL GUARD COMMAND TOWER
CIT964031 ORK WARBIKE (1)	C11970052 INPERIAL GUARD SENTINEL
CIT977567         ORK SCORCHER (1).         \$36.00           CIT984220         ORK WAR TRUKK WITH TWO CREW.         \$31.50           CIT984282         ORK WARTRAK WITH TWO CREW.         \$31.50	IMPERIAL GUARD CIT958320 STEEL LEGION TROOPERS (3)
	CIT988320 STEEL LEGION TROOPERS (3). CIT988321 STEEL LEGION LIEUTIENANT (1). CIT989341 STEEL LEGION ASSAULT WPN & SERGEANT (2). CIT988306 STEEL LEGION LASCANNON & 2 CREW. CIT988313 STEEL LEGION NEAVY BOLTER & 2 CREW. CIT988313 STEEL LEGION ROCKET LAUNCHER & 2 CREW.
GUBBINZ Issue # 1 A magazine dedicated to Gorkamorka, 96 pages of articles from White Dwarf, Journal and new articles too. Includes rules that let you use Necromunda gangs in Gorkamorka, new gubbinz for vehicles,	CIT958313 STEEL LEGION HEAVY BOLTER & 2 CREW
let you use Necromunda gangs in Gorkamorka, new gubbinz for vehicles, etc. \$7.00	
	CIT959037 CATACHAN FEMALE WITH GRENADE LAUNCHER CIT963102 CATACHAN DEMOLITION CHARGES (2) CIT963218 CATACHAN SLY MARBO ONE MAN ARMY (1) CIT965403 CATACHAN HEAVY FLAMER TEAM (2)
CIT968817 ORK KILLA KAN (1) \$27.00 CIT966783 ORK NOBZ (1) \$11.00	CITOSSAAO CATACHAN COLONEL IDON HAND (4)
CIT966776 ORK NOBZ IN 'EAVY ARMOR (1)	CIT964352 CATACHAN SNIPERS (3)
CIT968824 ORK BURNA BOYZ (2)	CIT965397 STORMTROOPERS WITH ASSAULT WEAPONS (2)CIT965571 NORK DEDDOG OGRYN BODYGUARD
CIT998357         SPACE ORK TRANSFERS         \$12.50           CIT986712         NAZDREG BAD MOON WALORD         \$15.00	CIT965571 NORK DEDDOG OGRYN BODYGUARD CIT965601 STORMTROOPER SERGEANT & TROOPER (2). CIT965731 IMPERIAL GUARD STORM TROOPERS (3). CIT965731 IMPERIAL GUARD TANK CREWS.
CIT998074 SPACE ORK WARPHEAD (2) \$13.50 CIT998081 ORK DEATHSKULL LOOTERS (1) \$11.00	CIT965731 IMPERIAL GUARD TANK CREWS
CIT998128 SPACE ORK SMASHA GUN (1) \$23.95 CIT998135 ORK TRAKTOR CANNON \$24.50	CIT976485 PRAETORIAN TROOPERS (3)
CIT998159 ORK PULSA ROKKIT	CIT985470 PRAETORIAN MORTAR & CREW
CIT998173         ZODGROD WORTSNAGGA (1)         \$16.00           CIT998180         SPACE ORK SPLATTER KANNON (1)         \$23.95	CIT965731 IMPERIAL GUARD TANK CREWS CIT965734 LORD SOLAR MACHARIUS CIT965461 PRAETORIAN COMMAND (3) CIT976485 PRAETORIAN TROOPERS (3) CIT976485 PRAETORIAN TROOPERS (3) CIT985500 PRAETORIAN LASCANNON & CREW CIT985470 PRAETORIAN MORTAR & CREW CIT985487 PRAETORIAN AUTOCANNON & CREW CIT985494 PRAETORIAN SPECIAL WEAPONS (2) CIT985494 PRAETORIAN HEAVY BOLTER & CREW CIT997749 ATTILAN LIEUTENANT (1)
CIT998210         SNAKEBITE ORK BOYZ.         \$13.50           CIT998227         GOFF NOBZ (1)         \$11.00           CIT998258         SQUIG CATAPULT (1)         \$23.95	CIT997732 ATTILAN ROUGHRIDER STANDARD (1)
CIT998265 SQUIG CATAPOLT (1) \$23.95 CIT998265 ORK SHOKK ATTACK GUN \$24.50 CIT998289 SPACE ORK WARBOSS (1) \$13.50	CIT997756 CADIAN LIEUTENANT (1)
DARK ELDAR	CIT997725 CADIAN SHOCK TROOPS (3)
1985694 DARK ELDAR HELLION (1)	CIT990573 CADIAN SPECIAL WEAPON (2)
CIT965700 ASDRUBAEL VECT DARK ELDAR LORD. \$63.00 CIT974108 DARK ELDAR BATTLE FORCE SET \$110.00	CIT997534 CADIAN WITH AUTOCANNON (1)
April   Apri	CIT997404 CADIAN SERGEANT CIT991709 CADIAN COMLINK CIT983094 CATACHAN AUTOCANNON (1)
CIT972760 DARK ELDAR WITH SPLINTER CANNON (2)\$13.50 CIT969296 DARK ELDAR KRUELLAGH THE VILE\$16.00	CIT990580 CATACHAN ASSAULT WEAPON
CIT969869 DARK ELDAR FEMALE LORD	CIT997619 CATACHAN JUNGLE FIGHTER CAPTAIN (1)
CIT553833 DARK ELDAR MANDRAKES (3). \$13.50 CIT972081 DARK ELDAR RAIDER PLASTIC KIT. \$36.00 CIT972030 DARK ELDAR JETRIKE SOLIADRON (3).	
CIT971558 DARK ELDAR REAVER JETBIKE	CIT991716 CATACHAN SPECIAL WEAPONS (1) CIT997558 CATACHAN LASCANNON
CIT971923 URIEN RAKARTH, MASTER HÁEMONČULUS (1) \$16.00 CIT974481 DARK ELDAR WYCHES (5) \$27.00	CIT722129 DESERT RAIDERS LIEUTENANT (1) CIT997688 MORDIAN IRON GUARD
CIT972784         DARK ELDAR SYBARITE (1)         \$11.00           CIT972777         DARK ELDAR HAEMONCULUS (1)         \$11.00	CIT983032 MORDIAN IRON GUARD AUTOCANNONCIT997695 MORDIAN GUARD LIEUTENANT (1)
CIT971947 DARK ELDAR INCUBI WITH ASSAULT WEAPON (1)	CIT997473 MORDIAN IRON GUARD HEAVY BOLTER
CIT971954 DARK ELDAR WARPBÉASTS (2). \$12.50 CIT971961 DARK ELD BEASTMASTER (1) \$11.95	CIT983049 MORDIAN IRON GUARD MISSILE LAUNCHER CIT991785 TALLARN DESERT RAIDERS (3)
CIT971480 DARK ELDAR TALOS SKIMMÉR\$36.00 CIT971497 DARK ELDAR SCOURGES (5)\$45.00	CIT983026 TALLARN LASCANNON
CIT971469 DARK ELDAR WARRIORS WITH DARK LANCES \$16.00	CIT99/459 TALLARN AUTOCANNON CIT975570 TALLARN HEAVY BOLTLER CIT991670 TALLARN SPECIAL WEAPONS
CIT971442 DARK ELDAR WYCHES (3)	CIT983018 TALLARN MORTAR CIT983063 VALHALLAN AUTOCANNON
CIT971428 DARK ELDAR WYCHES WITH WYCH WEAPONS (1) \$9.00 CIT971411 DARK ELDAR WYCHES WITH ASSAULT WPNS (1) \$9.00	CIT997633 VALHALLAN CAPTAIN CHENKOV (1) CIT991808 VALHALLAN ICE WARRIORS (3)
CIT981779 DARK ELDAR GROTESQUES (3)	CIT997503 VALHALLAN HEAVY BOLTER (1)
CIT970407 DARK ELDAR SCOURGE WITH DARK LANCE (1)\$11.00	CIT983056 VALHALLAN MISSILE LAUNCHER
ELDAR BOXED SETS           C17960477 ELDAR DIRE AVENGERS (8 metal & plastic figures).         \$31.50           C1796046561 ELDAR SHINING SPEARS EXARCH         \$20.50           C17960620 ELDAR SHINING SPEARS (3 lebtikes).         \$54.00           C17960820 ELDAR SHINING SPEARS (3 lebtikes).         \$54.00           C17968678 ELDAR BATTLE FORCE         \$112.50           C17968679 ELDAR GUARDIANS BATTLE SQUAD (16 new plastic).         \$31.50           C17989678 ELDAR GUARDIANS BATTLE SQUAD (16 new plastic).         \$36.00           C17999728 ELDAR WATR (H.C.F.(1).         \$36.00           C17989719 ELDAR WATR (H.C.F.(1).         \$36.00           C1798371 ELDAR JETBIKE (1).         \$36.00           C17969625 ELDAR VYPER JETBIKE (1).         \$36.00           C1797970 ELDAR FALCON GRAV TANK PLASTIC KIT.         \$52.00           C17978342 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT.         \$63.00	CIT983100 CATACHAN MORTAR.  CIT991716 CATACHAN SECIAL WEAPONS (1) CIT997558 CATACHAN ESCIAL WEAPONS (1) CIT997558 CATACHAN LASCANNON CIT722129 DESERT RADIDERS LIEUTENANT (1) CIT997580 DESERT RADIDERS LIEUTENANT (1) CIT997480 MORDIAN IRON GUARD AUTOCANNON. CIT997480 MORDIAN IRON GUARD MEAVY BOLTER. CIT997480 MORDIAN IRON GUARD MEAVY BOLTER. CIT997480 MORDIAN IRON GUARD MESSILE LAUNCHER. CIT991785 TALLARN DESERT RADIDERS (3) CIT983028 TALLARN DESERT RADIDERS (3) CIT995767 TALLARN HASCANNON. CIT995767 TALLARN AUTOCANNON CIT995767 TALLARN AUTOCANNON CIT995767 TALLARN AUTOCANNON CIT995767 TALLARN AUTOCANNON CIT995767 VALHALAN LEWAPONS. CIT995768 VALHALLAN LAPTAIN CHENKOV (1) CIT995769 VALHALLAN MESSILE LAUNCHER. CIT9995761 VALHALLAN MESSILE LAUNCHER. CIT9995761 VALHALLAN MESSILE LAUNCHER. CIT9995763 VALHALLAN MESSILE LAUNCHER. CIT9995764 VALHALLAN MESSILE LAUNCHER. CIT9995765 VALHALLAN MESSILE LAUNCHER. CIT9995766 VALHALLAN MESSILE LAUNCHER. CIT9995766 WALHALLAN MESSILE LAUNCHER. CIT999767 VALHALLAN MESSILE LAUNCHER. CIT999767 VALHALLAN MESSILE LAUNCHER. CIT999768 VALHALLAN MESSILE LAUNCHER. CIT999769 WALHALLAN MESS
CIT966561 ELDAR SHINING SPEARS EXARCH \$20.50 CIT966820 ELDAR SHINING SPEARS (3 jetbikes) \$54.00	CIT997701 VALHALLAN SERGEANT (1) CIT997503 VALHALLAN HEAVY BOLTER
20 Guardians, 3 Jetbikes, 1 Falcon Grav Tank, 1 Vyper Jetbike, Jungle Trees.	CIT997622 PRIMARIS PSYKER (1)
CIT999729 ELDAR AVATAR (1)	CIT997343 ROUGHRIDER (1)
CIT991204 ELDAR SHRIEKER JETBIKE (1)	CIT997350 IMPERIAL OGRYNS (1)
CIT006625 ELDAR VYPER JETBIKE (1)	CIT997787 COMMISSAR YARRICK(1)
ELDAR	IMPERIAL ACENTS - ASSASSINS   CIT99736 VINDICARE ASSASSIN (1)   CIT997312 EVERSOR ASSASSIN (1)   CIT997329 CALLIDUS ASSASSIN (1)   CIT979325 CULEXUS ASSASSIN (1)
CIT960088 ELDAR SWOOPING HAWKS EXARCH (1) \$11.00 CIT960095 ELDAR FIRE DRAGON EXARCH (1) \$11.00	CIT997329 CALLIDUS ASSASSIN (1) CIT979325 CULEXUS ASSASSIN (1)
CIT960255 ELDAR SUPPORT WEAPON PLATFORM WITH CREW\$22.50 CIT966547 ELDAR DARK REAPER EXARCH\$11.00	TYRANID BOXED SETS
CIT960279 ELDAR STRIKING SCORPIONS EXARCH. \$11.00 CIT960279 ELDAR FIRE DRAGONS (2). \$12.50	TYRANID BOXED SETS CIT959792 ALIEN ATTACK (4 plastic genestealers, 4 plastic termage CIT959678 CARNIFEK (1) CIT959682 TYRANID HIV TYRANI (1) CIT9596849 TYRANID TERMAGEANTS (6) CIT968749 TYRANID TERMAGEANTS (6) CIT0676 PURESTRAIN GENESTEALERS (6)
CIT960422 ELDAR STRIKING SCORPIONS (2)	CIT999675 TYRANID LICTOR (1)
CIT966554 ELDAR DARK REAPERS (2) \$13.50 CIT966813 ELDAR HOWLING BANSHEE EXARCH (1) \$11.00	
CIT968855         ELDAR GENERIC FARSEER (1)         \$13.50           CIT969302         ELDAR WARWALKER (1)         \$36.00	TVDANIDO
CIT968862 ELDAR WRAITHLORD	CIT997289 TERMAGEANTS WITH SPIKE RIFLE
ELDAR         (CIT860088 ELDAR SWOOPING HAWKS EXARCH (1)         \$11.00           CIT860095 ELDAR FIRE DRAGON EXARCH (1)         \$11.00           CIT860025 ELDAR SIPE DRAGON EXARCH (1)         \$11.00           CIT960256 ELDAR SUPLOR WEAPON PLATFORM WITH CREW         \$22.50           CIT960268 ELDAR STRIKING SCORPIONS EXARCH         \$11.00           CIT960279 ELDAR SIRE DRAGONS (2)         \$12.50           CIT960272 ELDAR STRIKING SCORPIONS (2)         \$12.50           CIT960422 ELDAR STRIKING SCORPIONS (2)         \$12.50           CIT960423 ELDAR HEAVY WEAPON PLATFORM & CREW         \$16.00           CIT960456 ELDAR HEAVY WEAPON PLATFORM & CREW         \$13.50           CIT960450 ELDAR WARWALKER (1)         \$13.50           CIT960840 ELDAR WARWALKER (1)         \$36.00           CIT960840 ELDAR WARWALKER (1)         \$36.00           CIT960840 ELDAR WARWALKER (2)         \$12.50           CIT960841 ELDAR WARWALKER (1)         \$36.00           CIT960842 ELDAR WARWALKER (1)         \$12.50           CIT9608431 ELDAR LOSACHNON ANTI GRAV PLATFORM         \$22.50           CIT984042 ELDAR LOBAR LOSACHNON ANTI GRAV PLATFORM         \$22.50           CIT9894939 ELDAR LOBAR CARER RAPEC CAPEC TWARRIOR (1)         \$11.00           CIT194021 FIRE DRAGON EXARCH (1)         \$11.00	TYRANIUS  (1772691 TERMAGEANTS WITH FLESHBORER  (1797289 TERMAGEANTS WITH SPIKE RIFLE  (1797282 GARGOYLES (1)  (1797275 TERMAGEANT WITH WEB STRANGLER  (1797251 HORMAGEANTS (2)  (1797252 HORMAGAUNTS (2)  (1797261 TYRAND WITH SPINEFIST (1)
CIT104021 FIRE DRAGON EXARCH (1)	CIT997244 TYRANID WITH SPINEFIST (1)

CIT997237	TYRANID	WITH DEVOURER (1)	\$22.50
CIT997220	<b>TYRANID</b>	WITH LASH WHIP (1)	\$22.50
CIT997213	TYRANID	WITH VENOM CANNON (1).	\$22.50
CIT997206	TYRANID	WITH BARBED STRANGLER (1)	\$22.50
CIT993260	TYRANID		\$16.00
CIT997183	TYRANID	ZOANTHROPE (1)	\$22 50

# Paint & Accessories

KOP Mini Pearlised Dice Set (9) As above, but with 3 x D6. Colors are Charcoal, Emerald, Grey, Navy, Purple or Red......\$8.60

KOP Mini Pearlised D10 Dice Set (10) As above, but with 10 x D10 Colors are Charcoal, Emerald, Grey, Navy, Purple or Red.....\$9.55

KOP Mini Gem Dice Set (7) Very cute mini gem dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Clear, Green, Red, Smoke and Purple. .............\$5.70

KOP Mini Gem Dice Set (9) As above, but with 3 x D6. Colors are Clear, Green, Red, Smoke and Purple......\$6.70

14mm D6 Dice Available in two colors, Black or Red with spots. Have rounded edges. \$0.30 each Poly Dice Plain, one color opaque dice: D4, D6, D8, D10, D12 & D20 sided configurations - in several colors, (black, red, blue, yellow, green, orange). You may state a preference, but we will supply at random if color not available. \$0.75

vou may state a preference, but we will supply at random it color not available.

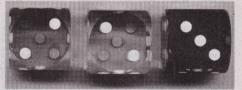
Gem Dice Transparent, one color dice: D4, D6, D8, D10, D12, D20 - Several colors. You may state a preference, but we will supply at random if color not available.

Sparkle Dice Clear gem dice with some coloured sprinkles inside D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available.

S1.20

Pearl Dice Opaque dice with a marbelized finish. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not may state a preference, but we will supply at random if color not may state a preference, but we will supply at random if color not available.

\$1.20



Precision Dice — actual size

Elemental Dice These are stunning speckled dice that represent each of the four elements. The four types are Air Elementals, Sea Elementals, Fire Elementals. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) ....\$11.50 each

## Dice Bags

Small Valour Dice Pouch Colors are Green and Blue...\$3.60
Large Valour Dice Pouch Colors are Burgundy and Blue...\$5.25
Small Felt Pouch Colors are Dark Blue. Orange, Tan, Cranberry, If we don't have the color you specify, another will be supplied at random...\$2.00
Large Felt Pouch Colors are White, Green, Lt Blue, Lt Tan. If we don't have the color you specify, another will be supplied at random....\$5.70

## Wargames Accessories

## Miniatures Accessories

FJS31-560 **Sawframe with Fine Blade** A top quality sawframe witha fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. **\$21.60** ..............Blades **\$4.80** per pack

ARM17018BL Grip Art Knife with Black Handle A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. \$5.70

## 30 - Paints & Accessories

JED Thick Figure-Basing Cardboard We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is Zmm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) ...\$3.85

## **MILLIPUT**

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted, it can be used for mould making and can be cast.

100	Section 1	20.23					_	-		

FIGURE CASES

CP1003 Platoon Figure Storage Box (45 compartments).....\$57.55

Excellent plastic tool box with three layers of foam inserts, each layer having 15 compartments, each 55mm x 40mm, and 25mm deep. Perfect for Space Marines etc. One layer can be turned upside down to make double depth compartments, ie, 50mm deep.

CPI001 Barracks Figure Storage Box (140 compartments) \$115.15 Very big and sturdy plastic tool box with five layers of foam inserts, each layer having 28 compartments, each 50mm x 37mm, and 25mm deep. Perfect for Space Marines etc. One layer can be turned upside down to make double depth compartments, ie, 50mm deep.

CHX2850 80 Compartments (1 Pre-Cut foam insert)	.\$52.75
Various compartment sizes, for large figures.	Lawrence Co.
CHX2851 56 Compartments (1 Pre-Cut foam insert)	.\$52.75
Various compartment sizes, for large figures.	
CHX2852 40 Compartments (1 Pre-Cut foam insert)	.\$52.75
Various compartment sizes, for large figures.	
CIT990917 CITADEL FIGURE CASE DOUBLED SIDED	.\$54.00
CITFIGURE NEW CITADEL FIGURE CASE	.\$54.00
Has 3 layers of thick red foam, each with 36 5cm	2.5cm
compartments	

## CITADEL ACCESSORIES

CIT962280	TERRAIN (FOAM) CUTTER	\$22.50
A great new CIT970926	device that cuts foam for you!  BARBED WIRE  LIQUID POLY CEMENT  STATIC CRASS CREEN MODELLING FLOCK	610.00
CIT839155	LIQUID POLY CEMENT	\$5.00
CIT972630	LIQUID POLY CEMENTSTATIC GRASS GREEN MODELLING FLOCK	\$7.50
CIT990948	GRASS GREEN MODELLING FLOCK	\$7.50
CIT990948	MODELLING SAND	\$7.50
C11990931	Fine eard a light buff color - good stuff	
CIT990924	Fine sand a light buff color - good stuff MODELLING GRAVEL	\$7.50
011330324	Course ocre/brown color pebbles. Great for small rocks.	
CIT987542	METAL CLIPPERS	\$12.00
OTTOOTOTE	Sharp, powerful clippers, perfect for white metal figs.	
CIT987535	CITADEL FINE FILES (2)	\$9.00
CIT999003	PIN VICE AND DRILLS	
CIT420350	TAPE MEASURE	\$12.50
CIT420360	MODELLING KNIFE	\$9.00
CITADEL	PLASTIC BASES	
CIT991112	20MM SMALL FANTASY BASES	\$5.50
CIT991167	25MM LARGE FANTASY BASES	\$5.50
CIT991143	40MM MONSTER BASES	
CIT142487	50MM NEW FANTASY MONSTER BASES (4)	\$4.75
CIT991150	CAVALRY BASES	\$5.50
CIT991136	FLYING BASES	
CIT991129	WARHAMMER 40K ROUND BASES	
CITADEL	DICE THE RESERVE OF THE PARTY O	
CIT991051 V	VARHAMMER ARTILLERY DICE	\$5.40
CITADEL	PAINTING GUIDES	
GAM971831	CITADEL MINIATURES 2000 ANNUAL	\$19.80
Has photogr	aphs of thousands of metal and plastic Citadel models availinge of Games Workshop games.	lable for the

GAM985753 Collecting & Painting Wargames Armies
56 page full color book by GW on collecting Warhammer Fantasy or Ward
40,000 armies, including a section on how to paint and base them.....

## **CITADEL PAINT**

PAINTS		
CIT977628	WARHAMMER 40,000 PAINT SET	\$31.50
CIT977727	WARHAMMER 40,000 PAINT SETWARHAMMER FANTASY PAINT SET	\$31.50
CIT47292	SCAR PED	\$3.15
CIT47293	RED GORE	\$3.15
CIT47294	BLOOD RED	\$3.15
CIT47295	RED GORE BLOOD RED BLAZING ORANGE	\$3.15
CIT47296	FIFRY ORANGE	\$3.15
CIT47297	GOLDEN YELLOW	\$3.15
CIT47298	SUNBURST YELLOW	\$3.15
CIT47299	BADMOON YELLOW	
CIT47300	SCORCHED BROWN	
CIT47301	BESTIAL BROWN	\$3.15
CIT47302	SNAKEBITE LEATHER	\$3.15
CIT47303	BUBONIC BROWN	\$3.15
CIT47304	VOMIT BROWN	\$3.15
CIT47305	BLEACHED BONE DARK FLESH	\$3.15
CIT47306	DARK FLESH	\$3.15
CIT47307	VERMIN FUR	\$3.15
CIT47308	LEPROUS BROWN	
CIT47309	DWARF FLESH	\$3.15
CIT47310	BRONZED FLESH ELF FLESH	\$3.15
CIT47311	ELF FLESH	\$3.15
CIT47312	PALLID FLESH	\$3.15
CIT47313	NAUSEATING BLUE	\$3.15
CIT47314	IMPERIAL PURPLE	\$3.15
CIT47315	LICHE PURPLE	\$3.15
CIT47316	WARLOCK PURPLE	\$3.15
CIT47317	TENTACLE PINK	\$3.15
CIT47318	MIDNIGHT BLUE	\$3.15
CIT47319	STORM BLUE	\$3.15

CIT47320	REGAL BLUE	\$3.15
CIT47321	ULTRAMARINES BLUE	\$3.15
CIT47322	ENCHANTED BLUE	\$3.15
CIT47323	LIGHTNING BLUE	\$3 15
CIT47324	ICE BLUE	\$3.15
CIT47325	HANNE TUROUOISE	\$2.15
CIT47326	DARK ANGELS GREEN SNOT GREEN SCORPION GREEN	\$3.15
CIT47327	SNOT GREEN	\$3.15
CIT47328	SCORPION GREEN	\$3.15
CIT47329	BILLIOUS GREEN	\$3.15
CIT47330	GOBLIN GREEN	\$3.15
CIT47331	ROTTING FLESH	\$3.15
CIT47332	CAMO GREEN	\$3.15
CIT47333	SCALY GREEN	\$3.15
CIT47334	JADE GREEN	\$3.15
CIT47335	VILE GREEN	\$3.15
CIT47336	SHADOW GREY SPACE WOLVES GREY	\$3.15
CIT47337	SPACE WOLVES GREY	\$3.15
CIT47338	GHOSTLY GREY	\$3.15
CIT47339	GHOSTLY GREY CHAOS BLACK CODEX GREY	\$3.15
CIT47340	CODEX GREY	\$3.15
CIT47341	FORTRESS GREY	\$3.15
CIT47342	SKULL WHITE	\$3.15
CIT47366	SMELLY PRIMER	\$3.15
DE STREET	2006年1月1日日本中国共和国共和国共和国共和国共和国共和国共和国共和国共和国共和国共和国共和国共和国	
METALLIC	MITHRIL SILVER	64.50
CIT47343	MITHRIL SILVERCHAINMAIL	\$4.50
CIT47344	BOLTGUN METAL	\$4.50
CIT47345		\$4.50
CIT47346	TIN BITZ BEATEN COPPER	\$4.50
CIT47347	BEATEN COPPER	\$4.50

	AND GLAZES RED INK	
CIT47352		
CIT47353	MAGENTA INK	\$3.15
CIT47354	ORANGE INK	\$3.15
CIT47355	YELLOW INK	\$3.15
CIT47356	BROWN INK	\$3.15
CIT47357	BROWN INKCHESTNUT INK	\$3.15
CIT47358	PURPLE INK	\$3.15
CIT47359	BLUE INK	\$3.15
CIT47360	SKY BLUE INK	\$3.15
CIT47361	GREEN INK	\$3.15
CIT47362	DARK CREEN INK	\$3.15
CIT47363	BLACK INK	\$3.15
CIT47364	ELECH WACH	\$3.15
CIT47365	VARNISH	\$3.15
CITADEL	PAINT BRUSHES	
	FINE DETAIL BRUSH	\$6.75
CIT030000	SMALL DRYBRUSH	\$7.50
CIT03001	STANDARD BRUSH	\$5.95
		\$7.00
CI1838813	DETAIL BRUSH	

CIT83888	LARGE BRUSH	\$7.50
CITADEL	SPRAY PAINTS	
CIT964277	BLOOD ANGELS RED SPRAY PAINT	\$11.50
CIT964260	ULTRAMARINE BLUE SPRAY	\$11.50
CIT964291	SPACE WOLVES GREY SPRAY PAINT	\$11.50
CIT964284	SHADOW GREY SPRAY PAINT	\$11.50
CIT964307	CAMO GREEN SPRAY PAINT	\$11.50
CIT0093	CLEAR VARNISH SPRAY	\$15.50
CIT967544	DARK ANGEL GREEN SPRAY	\$12.00
CIT967551	BLEACHED BONE SPRAY	\$12.00
CIT972326	CHAOS BLACK SPRAY	\$15.00
CIT972333	SKULL WHITE SPRAY	\$15.00
CIT978359	BESTIAL BROWN PRIMER	\$11.50
CIT978366	BUBONIC BROWN PRIMER	\$11.50
CIT985791	GOBLIN GREEN PRIMER	\$10.95
CIT985807	BOLTGUN METAL PRIMER	\$10.95

Note: Spray cans cannot be sent to you via the mail, nor via Ansett. They can only be sent via door-to-door courier, so if you want to order any cans of spray paint, you must give us a daytime address that our courier company can deliver to.

## Ral Partha

#### **ACCESSORIES**

RAL77726	SPRAY CLEAR MATTE SEALER	\$10.50
RAL77729	SPONGE APPLICATOR BRUSHES	\$3.35
RAL77753	DRACONIS COMBINE COLORS (6)	\$19.20
RAL77754	CLAN GHOST BEAR COLORS (6)	\$19.20
RAL77756	FEDERATED SUNS COLORS (6)	\$19.20
RAL77775	PARTHA INK SET # 1 (6)	\$19.20
RAL77757	RAL PARTHA INK SET 2 (6)	\$20.65
Yellow, Purpl	e, Dark Blue, Deep Turquoise, Chocolate Brown, Orange.	
RAL77758	CLAN WOLF COLORS (6)	\$20.65
Kerensky Bro	own, Keshik Gold, Wolf Brown, Tamar Green, Strana Red, A	Ipha
Yellow.		

#### **INDIVIDUAL POTS 25ml**

RAL77701 GOLD METALLIC ..

RAL77702	SILVER METALLIC	\$3.	15
RAL77703	BRONZE METALLIC	\$3.	15
RAL77704	STEEL	\$3.	15
RAL77705	EI EQU	\$3	15
RAL77706	WHITE	\$3.	15
RAL77707	GREY	\$3.	15
RAL77708	WHITE GREY BLACK SHAMROCK GREEN	\$3.	15
RAL77709	SHAMROCK GREEN	\$3.	15
RAL77710			
RAL77711	DUN	\$3.	15
RAL77712	I FATHER	\$3.	15
RAL77713	RED BROWN	\$3.	15
RAL77714	DARK BROWN	\$3.	15
RAL77715	NEU BROWN IVORY YELLOW ORANGE RED SKY BLUE	\$3.	15
RAL77716	YELLOW	\$3.	15
RAL77717	ORANGE	\$3.	15
RAL77718	RED	\$3.	15
RAL77719	SKY BLUE	\$3.	15
RAL///20	TRUE BLUE DARK BLUE	\$3.	15
RAL77721	DARK BLUE	\$3.	15
RAL77722	COPPER METALLIC	\$3.	15
RAL77723	PURPLE	\$3.	15
N. ASSESSED.	PLATINUM	00	
RAL77501	AGED METAL	\$3.	15
RAL77502	COLD WHITE	\$3.	15
RAL77503		\$3.	
RAL77504	BONE WHITE	\$3.	
RAL77505		\$3.	
RAL77506	MIDNIGHT BLACK		
RAL77507	FUR BROWN	03.	15
RAL77508	FUK BROWN	\$3.	15
RAL77509	SADDLE BAG	\$3.	15
RAL77510	TAUKEN BRUWN	Ψ3.	12

RAL77511	TAN SKIN	\$3.1
RAL77512	NOBLE FLESH	\$3.1
RAL77513	BURGUNDY	\$3.1
RAL77514	DRAGON RED	\$3.1
RAL 77515	DEMONS BLOOD	\$3.1
RAI 77516	ROBE RED	\$3.1
RAI 77517	TONGUE PURPLE	\$3.1
		\$3.1
		\$3.1
		\$3.1
		\$3.1
		\$3.1
		\$3.1
PAL 77524	I ANTERN LIGHT	\$3.1
	RAL77512 RAL77513 RAL77514 RAL77515 RAL77516 RAL77517 RAL77518 RAL77519 RAL77520 RAL77522 RAL77522 RAL77523	RALT7512 NOBLE FLESH. RALT7513 BURGUNDY. RALT7514 DRAGON RED. RALT7516 ROBE RED. RALT7516 ROBE RED. RALT7517 TONGUE PURPLE RALT7518 NIGHTMARE RALT7519 DRAGON BLUE RALT7520 DRAGON BLUE RALT7520 HONDER PURPLE RALT7521 WOOD ELF GREEN. RALT7522 HUNTER GREEN. RALT7522 MOSS GREEN.

#### The All New Ral Partha Paint Range

A NOTE OF STREET	The state of the second section is a second to the second second section of the second section is a second	
RAL77801		\$3.15
RAL77802	DARK GREY	\$3.15
RAL77803	SLATE	\$3.15
RAL77804	OLIVE	\$3.15
RAL77805	TAN	\$3.15
RAL77806	CAUCASIAN SKIN TONE	\$3.15
RAL77807	SUNTAN SKIN TONE	\$3.15
RAL77808	IAN	\$3.15
RAL77809	ASIAN SKIN TONE. EAST INDIAN SKIN TONE.	\$3.15
RAL77810	EAST INDIAN SKIN TONE	\$3.15
RAL77811	AFRICAN SKIN TONE	\$3.15
RAL77812	DUNKEL BROWN	\$3.15
RAL77813	PINK	
RAL77814	BLOOD RED	\$3.15
RAL77815	VIOLET	\$3.15
RAL77816	PLUM	\$3.15
RAL77817	LIGHT BLUE	\$3.15
RAL77818	FLOURESCENT BLUE	.\$5.00
RAL77819	FLOURESCENT GREEN	.\$5.00
RAL77820		.\$5.00
RAL77821	FLOURESCENT RED	.\$5.00
RAL77822	FLOURESCENT MAGENTA	.\$5.00
RAL77823	CLEAR BRUSH ON SEALER	\$3.15
RAL77824	BLACK BRUSH ON PRIMER	\$3.15

## Geo-Hex Paint

Geo-Hex Howard Hues Premium Acrylic Paints
Thick, water reducible acrylic paints in an outstanding range of colors, in short, wide jars that resist spilling.

	Geo-Hex Green (same color as the Geo-Hex Desert (same color as the	
	ie, Horse Colors)	\$4.30
	quine Chestnut 1 oz	
GEOHHUES30 Ed		\$4.30
GEOHHUES36 Ed	guine Brown 1 oz	\$4.30
GEOHHUES45 Ed	uine Roan 1 oz	\$4.30
GEOHHUES46 Ed		\$4.30
GEOHHUES73 Ed		\$4.30
GEOHHUES74 Ed		\$4.30
GEOHHUES75 Ed		\$4.30

## **Paint Brushes**

We've managed to pick up a great range of cheap, beautiful paint brushes, by Francheville. There are two types, pure sable, and the others are high quality white takton that wash and keep very well. All brushes are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

#### **Taklon Paint Brushes**

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	\$2.60
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	\$2.60
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	\$2.60
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	\$2.70
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	\$2.75
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	\$2.85
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	\$3.00
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	\$3.30
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	\$3.60
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	\$3.75
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	\$4.30
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	\$5.45
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	\$6.70
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	\$8.15

#### Sable Paint Brushes

FRA424/20/0	SIZE 20/0 SABLE BRUSH	\$3.20
	SIZE 10/0 SABLE PAINT BRUSH	\$3.35
FRA424/3/0	SIZE 3/0 SABLE PAINT BRUSH	\$3.35
FRA424/2/0	SIZE 2/0 SABLE PAINT BRUSH.	\$3.45
FRA424/0	SIZE 0 SABLE PAINT BRUSH	\$3.45
FRA424/001	SIZE 1 SABLE PAINT BRUSH	\$3.85
FRA424/002	SIZE 2 SABLE PAINT BRUSH	\$4.30
FRA424/003	SIZE 3 SABLE PAINT BRUSH	\$5.30
FRA424/004	SIZE 4 SABLE PAINT BRUSH	\$7.65
FRA424/005	SIZE 5 SABLE PAINT BRUSH	\$8.65
FRA424/006	SIZE 6 SABLE PAINT BRUSH	\$11.00
FRA424/007	SIZE 7 SABLE PAINT BRUSH	\$17.25
FRA424/008	SIZE 8 SABLE PAINT BRUSH	\$23.00

Black Wash
One of my secrets to a great paint job. I use Ral Partha acrylic paints to give
a basic paint job to all of my 15mm ancient, medieval and even 25mm
Warhammer 40,000 figures - without using any shading. Leave the figures a
least 6 hours to dy. Then I mix about 1 part Revell Matt Black Enamel to
about 20 to 25 parts Revell Matt Varnish Enamel, and then paint the figures about 20 to 20 has have revenient a small change, and the paint of significant with this black wash. The black washes into all the creases and lines to give a beautiful job that looks like I've spent hours painting the figures. For 15mm figures, this black wash completes them. For Warhammer 40,000 figures I then highlight all raised surfaces with lighter colors than I used with the basic paint job.

REVELL2	MATT VARNISH ENAMEL 14ml	\$1.85
REVELLE	MATT BLACK ENAMEL 14ml	\$1.85
	Glues	
	Oluco	
CIT00601	4 PVA Glue	\$6.00
CIT83910	Citadel Super Glue 5 gram	\$9.50
FLASH	Cyanoacrylate Medium Grade Super Glue 14 gram	\$6.70
FLASH	Cyanoacrylate Medium Grade Super Glue 29 gram	\$9.10
QGB62	Quick Grab (0.62 Fl Oz) 18ml	\$6.70
QGB15	Quick Grab (1.5 Fl Oz) 44ml	\$13.45
QGB28	Quick Grab (2.8 Fl Oz) 82ml	\$24.95

# 111 Military Simulations

P.O. BOX 1164, MOORABBIN, VIC, 3189, AUSTRALIA Phone (03) 9555 8886 from 8.00am - 4.30pm Fax (03) 9553 3339 Email Address: sales@milsims.com.au Web Site: www.milsims.com.au

## MAIL ORDER FORM

To place an order, if possible, please fax this order form to us quoting your Mastercard, VISA or Bankcard. Our second preference is for you to Email us your order with your credit card details, or to ring us with your order and give your card details over the phone. Otherwise, please post your order to us quoting your card details, or, our last preference is for you to post your order to us with a cheque or money order. Do not send any cash through the mail.

When ordering, carefully print your first and second choices (in case your first choices are sold out) in the spaces provided. Items that are momentarily out of stock will be back-ordered (unless you specify otherwise), except in the case of items with a retail value of less than \$5.00. In some cases a restock can take several months, if waiting for a product to be reprinted overseas. Back-orders can be cancelled and money refunded on request. Items on backorder purchased with credit cards will not be charged until the stock is actually sent. We will replace goods lost in transit if they are insured. The optional insurance cost is \$3.85 for purchases of \$100.00 or less, with an additional \$1.10 required for each further \$100.00 or part thereof. Magazine and new product subscriptions already include the cost of the postage. A new order form will be included with your order.

FIRST CHOICES Please list title, manufacturer	and stock code if known	Price
APP Day is the a 1st Dayled Production on Daylog Std. State Std. S	south a war and the state of th	s de la restectiva
DER ADUKE BUT SHT ES BURGA DES	Description of the Contemporary Stages of Card Card Co.	era Julea en e <sup>re</sup> sa Roga eneg sacren
The street of th	usquasit (modernshill by Allentespan oper, Solidisup rips) A	
A A Alderder A major de codos de acoparad dos especias en el como con como como como como como como	Suppose participation of the state of the control of the state of the	of of the second
Hotes to refrest you to be recently once to be a second or to be a	The enterest accompletely a local day of a statement and the control day of the control of the c	TREET SECTIONS
TO SERVICE OF AND PORT OF SERVICE AND SERVICE OF SERVIC	Environ se alles	companies voo.
NEW RHTS ITEMS VILLERS IN COLUMN	Section in the second section in the	
or remarks pay the across sensels colored and proving woods.	The state of the s	State State of the state of the
Coy mana, chinacoshi will a see man and a man all regions of the	I have resmunded to the Age of An exagen dock	MOSONGO
SECOND CHOICES In case any first choices a	re unavailable	Time - aerosneybs
	A PART OF THE REPORT OF THE PART OF THE PA	nes verificados eta verificada
	AUCENDE BLOS Unders des parties de la companya del companya de la companya de la companya del companya de la companya del companya de la companya de la companya del companya	e emos decados
TA STREET WOLLD TO TO SEE BID LOV DOES VISCOURDED SIN SW. 1979.		
980	The state of the s	SER PARK SOURCE SE
MACAZINE & NEW PRODUCT CURCORISTIC	NO Disease tiels appropriate house an entire side.	EZ ALGE CHIA A CA
	ONS Please tick appropriate boxes on reverse side	Andrew Bar S
COMPUTER ORDERS ONLY	SUB TOTAL:	
TYPE: MEMORY:	Freight & Handling:	\$4.40
OFFICE USE ONLY	Overseas Mail: (If airmail requested, charged at our cost)+\$10.00	ати!
Received on:	Registered Post:+\$1.10	
Sent By:	Insurance (See Above)+ \$3.85	remonances i sen i averi aW signrey
Backorder Sent:	Ansett Express or Express Post+\$5.50	A SA CAMBRIANTS
All Payments to be made to Military Simula	Loce ( rodit Notice ( Diogeo attach to order)	
*Ansett orders to capital cities will be delivered on the next working da us your week-day address during business hours. Note that Ansett ca to overseas orders.) All other orders will continue to be sent via our u	ay. Delivery to country locations usually takes two working days. Please give annot deliver to PO Boxes or mail services etc. (We also do not offer Ansett Issual prompt courier or postal service.	aseper toreseal friends on betyteo por only en serge
Cheque/Money Order:	Name	
Bankcard/Mastercard/VISA:	Street	
	WE WORK THE DISTRICT STATE STATE STATE OF THE STATE ST	
Expiry Date		
Signature	Telephone	

# 32 - Magazine & New Item Subscriptions

Ma	gazi	ne	
Su	bscr	ipti	ons

#### CITADEL JOURNAL

Another quality production by Games Workshop, a half A4 sized magazine with heaps of articles on all of their games, including House Rules, scenarios, news, reviews, special characters, etc.

\$16.50 for 1 issues	
\$47.30 for 3 issues	
\$88.00 for 6 issues	

#### **COMMAND MAGAZINE**

A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from modern day. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine."Normal" issues normally contain one full color mapsheet and around 240 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

\$55.00 for 2 issues	
\$148.50 for 6 issues	
\$264.00 for 12 issues	

#### DORK TOWER MAGAZINE/COMIC STRIP

Wecome to Dork Tower. Follow Matt, Igor, Ken and Carson the Muskrat as these geeks play roleplaying games together, and then try to fit into the real world.

\$38.50	for 6 issues	
\$69.30	for 12 issues	

#### **DRAGON MAGAZINE**

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$29.70 for 3 issue	
\$56.10 for 6 issues	
\$106.70 for 12 issues	

#### **DUNGEON**

TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger `n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms Publication regularity is excellent.

\$29.70 for 3 issues	
\$52.80 for 6 issues	
\$94.60 for 12 issues	

#### **GANG WAR (Necromunda)**

A new magazine by Games Workshop, devoted entirely to Necromunda. Each issue contains all kinds of new rules, scenarios, terrain making tips, etc. Some of the articles have appeared in the Citadel Journal

\$42.90 for 4 issues	
\$77.00 for 8 issues	

#### INFERNO MAGAZINE

At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc, worlds. We have in stock issues 2, 3, 5.

\$11.00 for 1 issues	
\$62.70 for 6 issues	
\$118.80 for 12 issues	

#### INQUISITOR MAGAZINE

Inquisitor Magazine is made by Armorcast in the USA, and is a dedicted to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue # 15 - still available), and also has data sheets for all manners or 40K titans and vehicles including modified tanks!

\$24.20 for 3 issues		]
\$44 00 for 6 issues	0.0000 1/000	1

#### KNIGHTS OF THE DINNER TABLE

he comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like

\$38.50 for 6 issues \$69.30 for 12 issues	
400.00 IOI IE 100000	

We also have a number of other Knights of the Dinner Table

Bundles of Trouble Vol 1 Compiles KOTDT Issues 1 - 3	\$20.35
Bundles of Trouble Vol 2 Compiles KOTDT Issues 4 - 6	\$20.35
Bundles of Trouble Vol 3 Compiles KOTDT Issues 7 - 9	\$20.35
Bundles of Trouble Vol 4 Compiles KOTDT Issues 10 - 12	\$20.35
Bundles of Trouble Vol 5 Compiles KOTDT Issues 13 - 15	\$20.85
Bundles of Trouble Vol 6 Compiles KOTDT Issues 16 - 18	\$20.85
Bundles of Trouble Vol 7 Compiles KOTDT Issues 19 - 21	\$21.45

Tales from the Vault Vol 2 Compiles all the KOTDT strips which appeared in various magazines throughout 1997 and 1998.

## \$20.35

A new comic which lets KODT fan's see B.A.'s adventures through the eyes of the characters: Knuckles, El Ravager, Teflon Billy and more. able to be read as true fantasy adventures! So far issues 1 and 2 are

KNIGHTS OF THE DINNER TABLE Illustrated

\$38.50 for 6 issues		
\$69.30 for 12 issues	jej 🗖 idel ad orizon	

#### RIFTER MAGAZINE

By Palladium Books, this is up to 120 pages in length, and contains fiction, adventures, creatures, weapons, and so on, for all of Palladium's games, including Rifts, Palladium Fantasy, Heroes Unlimited, etc.

\$49.50 for 3 issues	
\$89.10 for 6 issues	

## SCRYE: Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

\$26.40 for 3 issues	
\$47.30 for 6 issues	
\$84.70 for 12 issues	

#### STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires

\$36.30 for 1 issue	
\$103.40 for 3 issues	
\$195.80 for 6 issues	
\$347.60 for 12 issues	

#### WARHAMMER MONTHLY

Games Workshop are now producing a comic that features stories from Warhammer 40,000. Epic Warhammer 40,000. Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship gravevard in space

\$5.50 for 1 issues	
\$29.70 for 6 issues	
\$55.00 for 12 issues	

#### WHITE DWARF

White Dwarf magazine is a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard!

\$8.80 for 1 issue	
\$26.40 for 3 issues	
\$44.00 for 6 issues	
\$88.00 for 12 issues	

## **New Product Subscriptions**

Military Simulations is now offering D&D new products on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Novel Subscriptions)

Below are charged to your o	credit	card	
D&D Core Rules - 6 items		10% disc	
D&D Core Rules - 12 items		10% disc	
Forgotten Realms - 6 items		10% disc	
Forgotten Realms - 12 items		10% disc	

#### **NEW AD&D NOVELS**

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks

\$78.00 for 6 Forgotten Realms novels	
\$140.00 for 12 Forgotten Realms novels	
\$39.00 for 3 Dragonlance novels	
\$78.00 for 6 Dragonlance novels	

#### **NEW BATTLETECH ITEMS**

Only available to customers with credit cards. Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new BattleTech & Mechwarrior products (not novels) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items	10% disc
Credit Card for 12 items	10% disc

#### BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year

\$40.00	for 3	novels	
\$72.00	for 6	novels	

#### **NEW LEGEND OF THE FIVE RINGS RPG**

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Legend of the Five Rings RPG products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free

Credit Card for 3 items	10% dis
Credit Card for 6 items	10% dis

#### **NEW RIFTS ITEMS**

Only available to customers with credit cards, Military Simulations is offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new RIFTS products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. Rifter not included.

Credit Card for 3 items	10% dis
Credit Card for 6 items	10% dis

#### **NEW VAMPIRE ITEMS**

Only available to customers with credit cards. If you subscribe to this offer, we will automatically send you one each of all new Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is

Credit Card for 6 items	10% dis
Credit Card for 12 items	10% dis

#### **NEW WARHAMMER NOVELS**

If you subscribe to this offer, we will automatically send you one each of all new Warhammer Fantasy & Warhammer 40,000 novels (not graphic novels) as soon as they are released. Postage is included.

\$42.90 for 3 novels	
\$84.70 for 6 novels	

### **NEW STAR TREK VOYAGER VIDEOS**

If you subscribe to this offer, we will automatically send you one each of all new Star Trek Voyager Videos as soon as they are released. Postage is included

\$67.00 for 3 videos	
\$67.00 IOI 3 VIGEOS	
\$124.00 for 6 videos	

#### **D.Y.O. New Product Subscriptions**

Only available to customers with credit cards. If there are any other gaming systems that you wish to 'subscribe' to new items for, just tell us the system you require! If you subscribe to this offer, we will automatically send you one each of all new items as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is

Credit Card	for 6 items	10% dis
Credit Card	for 12 items	10% dis

When ordering a subscription to new items, such as New BattleTech Items, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.

# **CRAZY SPECIALS**

## Please Give Second Choices - As Some Specials Are Only While Stocks Last

## **Trading Card Games**

FIV Soul of the Empire Special Legend of 5 Rings CCG 

SWYJ Darth Maul Enhanced Packs....Crazy \$18.00 Norm \$26.75 There are six different types, and 2 of each in the display. Each pack has an exclusive premium card, which is either Darth Maul, Sebulba, Track Federation Tank, Qui-Gon Jinn, Mace Windu, or Queen Amidala. Each pack also has 4 x Ltd Ed Booster Packs. (Display \$200.00) Limited Stocks.

Various Trading Card Game Grab Packs

A single Grab Pack will typically consist of 1 Starter Deck and 5 Booster Packs from the one Trading Card game or system. eg. all from, all from Legend of Burning Sands. If you order three Grab Packs, we will try to supply you three with different systems: if five Grab Packs, then five different systems.

## **Wargames**

RGG Medici \*/#
Crazy Special \$39.00 Normally \$62.35
A 2—6 player game of European trading in the late middle ages. The market is open and the buyers are there to bid on the goods put on the auction block. After a buyer selects the lots for auction, the players bid, just once each, and the goods are loaded on the ships for foreign markets. When the market closes, the ships set sail and the purchases are scored. Bid low for high quality goods and win the game. With game board, 35 cards, 6 ship mats, 36 player counters.

RGG El Grande

Crazy Special \$50.00. Normally \$81.60
Spain in the middle ages. It is a time of awakening. The position of the king is secure, but the high aristocrats, the Grandes, look to expand their influence. Their primary weapons are the attendants to the king, the Caballeros. Each Grande has his favorites, recruited from the provinces, which he deploys to accumulate the power he so desires. Fencing, not with the sword, but with cunning and deceit, the Grandes struggle for power, sending the Caballeros openly into the regions and secretly to the Castillo. With 160 wooden playing pieces, over 100 cards, mounted mapboard, etc.

RGG Samurai

Crazy Special \$50.00

In Samurai Japan, there were three forces: peasants, clergy and nobility. The way to power led through the peasants, the clergy, to the nobility. The way to power led through the peasants, the clergy, to the nobility. To become a samuai, one had to be supported by one of these three forces, and have strong connections to the other two. These three forces are represented in this game by rice fields, buddhas and high helmets, the pieces made from plexiglass. The colorful board comes in four pieces, representing all of Japan. With 39 plexiglass playing pieces, 80 tokens, 4 Japaese screens, rules. Looks cute.

RGG Canyon

"##

Crazy Special \$27.00

Normally \$52.80

For 3 to 6 players, ages 10 and up. Instead of diggling up the hatchet, the young indian braves set off on an exciting cance race through the old canyon. The speed of the cances is determined by a simple card game. However, the players must keep their eyes on the game and can sometimes even get the occasional helpful push. With game map, 80 playing cards, 6 cance counters, rules, marking stone.

RGG Ricochet Robot

\*/#
Crazy Special \$27.00

Normally \$52.75

Four robots move around a warehouse floor, attempting to reach one of seventeen targets, but they have not brakes or steering, not to mention that the computer which used to control them no longer functions. So from 2 to any number of players take turns trying to ricochet one of the four robots off a wall and onto the target square. With 4 robots, 4 double sided gameboards, 21 chips. a wall and 21 chips.

RGG Tayu Special \$55.00

Crazy Special \$55.00 Normally \$124.75
In order to avert a flood, players strive to drain water from their lands by skillful placement of stones representing water channels. The winner is the player who creates the most effective network of channels connecting the flood in the middle of the board to estuaries on two coasts, thus draining more water from their farm-lands than the other players. 2 — 4 players, 112 water stones, rules, mounted mapboard.

**RGG Stephensons Rocket** 

Crazy Special \$50.00 Normally \$81.55
For 2 — 4 players. Play the role of one of the early railway barons in England in the 1830s. You decide where to establish and develop railway lines, where to build your stations, and in which industries to invest. Watch out for your competitors, and try to force them to merge their railway lines with yours. With mounted mapboard, 7 locomotives, 128 share cards, 60 track cards, bank notes, stations, etc.

RGG King of the Elves

\*/#
Crazy Special \$18.00

Normally \$28.00

Roard game for 2 — 6 players. You are an elven prince touring the realm to gather gold coins. The prince with the most gold will be the next king. But other princes place thieves and obstacles in your way, to try to stop you. 120 cards, 75 gold coins.

AH Bitter Woods

Crazy Special \$40.00 Normally \$67.20
The critical first eleven days of this historical struggle of the Battle of the Bulge, December 1944. Specific rules include mechanised exploitation movement, bridge demolition and construction, Kampfgruppe Pieper Breakout, random events, hidden fuel dumps, reserves, artillery support, etc. Has a 22 turn campaign or an 8 turn scenario. Unit scale is brigades. 22°32° map, 320 counters, play aid cards.

CoA Chariot Lords

COA Charlot Lords

Crazy Special \$60.00

Inpressive game for 3 — 4 players. Set between 1500 and 600 BC in Asia Minor and the Mediterranean. Each player controls between 5 — 6 nations over the duration of the time period (though not all at the same time). Every nation has specific historical victory points. Some nations begin strong, others weak. Armies are a mix of foot and mounted units, with a few exceptional leaders. Combat is simple, but expanded an empire and keeping it intact is not! Beautiful mounted mapboard, 140 ?" counters, 170 5/8" counters, nation charts, master nation chart, etc. Limited stocks.

XENO SUSHI-JALAPENO WAR

XENO SUSHI-JALAPENO WAR

Crazy Special \$15.00

The nations of South America form the SAU. Mexico resents Japanese fishing interests and exoutes hundreds of Japanese fishermen. Japan, allewith the SAU, invades Mexico. One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortitude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the bar? With a 20'x30' full color playing map, 85 color plastic pieces hover tanks, planes, infantry, APCs; 102 counters, 18 cards, rules. Limited stocks.

XEN Europe at War

Cray Special \$55.00

By Xeno Games, his magnificent game of WW2 in Europe & North Africa is in the league of Avis & All/les. With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple tool. The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France. Britain, Poland, Russian, USA Germany, Italy, Rumania, Hungary, Bulgaria, & Finland, All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Also has 119 counters, full color 24x36" map, 70 mini poker chips. Very thoroughly recommended! Limited stocks.

## **Role Playing Games**

TSR AD&D 2nd Ed Clearance

Vizards of the Coast have dropped almost all of their Advanced Dungeons & Dragons 2nd Ed Lines, so sadly, we are forced to clear out those titles they have dropped. Packs do not include novels! Random assortment of items, you cannot specify which items you want (but feel free to suggest your preferences on titles or systems). These items are now all limited edition collectors items.

AD&D 2nd Ed Grab Pack 5 Items Crazy \$85.00. Normally \$172.00.

AD&D 2nd Ed Grab Pack 10 Items Crazy \$155.00 Normally \$345.00.

AD&D 2nd Ed Grab Pack 20 Items Crazy \$155.00 Normally \$345.00.

AD&D 2nd Ed Grab Pack 20 Items Crazy \$260.00 Normally \$690.00.

The Items are randomly chosen from over 160 different titles, which do not include novels. Some of those Items are the Players Option and DMs Option Rulebooks, Palanthas, Return of the 8, Saga Fate Deck, Fall of Myth Drannor, Herces of Hope, Forgotten Terror, Herces Lorebook, Villains Lorebook, Jakandor, Drow of Underdark, Faction War, Birthright Boxed set, Record Sheets, Harbinger House, Complete Druids, More Leaves from the Inn, Complete Paladins, Complete Humanoids, Complete Elves, Complete Elves, Complete Davarves, Tome of Magic, Complete Pisionics, Wilderness Survival Guide, Volos Guide, Slavers, Return to Tomb of Horrors, Monster Hunters Compendiums, DL Fifth Age RPG, Bastion of Faith, Secrets of Magister, Wyrmskull Throne, Sea of Fallen Stars, Reverse Dungeon, Sylvan Veil, Demihumans of the Realms, Lands of Intrigue, DMs Guide, Players H/B, etcl

TSR Alternity Stardrive RPG
Wizards of the Coast have dropped Alternity Stardrive, so sadly, we are forced to clear it out. Please note that we are out of the GMs Guide, and it will not be available ever again. Very few novels,
Alternity Grab Pack 5 Items Crazy \$50.00.....Normally \$149.00
Random assort of 5 different supplements. You cannot specify which items you will receive, but they include Starships, Planet of Darkness, Outbound, Tangents, Klick Klack, Systems of Verge, Beyond Science, Adv.Game, Alien Comp I, Alien Comp II, Players Handbook, Star Drive Campaign Book, Campaign Kit, Threats, Starrise, Last Warhulk.

**DYN Dark Conspiracy RPG** 

Crazy Special \$27.00

GDW's futuristic horror roleplaying game has been re-released by Dynasty Presentations. Here are the two primary books on special: Dark Conspiracy 2<sup>nd</sup> Ed Referee's Guide Crazy \$15.50

Mormally \$36.25

Shapes that rip and tear. Shadows that live in comers. Windows in space and time that eliad to realms of madness and decay. A dark, lurking horror that feeds off the schoing anguish of a billion souls. When an ancient, brooding avil is released from its dimensional prison, humanity's worst nightness come to life. Set in the near future—con you turn book hip worst of drivers?

A new dark age has come and the world desprately needs new heroes. This player's handbook contains all the rules to create and run characters in the world of Dark Conspiracy, including material from the previously released game. Dark Tech and Empathic Sourcebook.

AEG Legend of the Five Rings Special

Crazy Special \$79.00 Normally \$126.35
For this special we are offering three popular Legend of the Five
Rings roleplaying game supplements, also individually as follows:
Unexpected Allies
Crazy \$27.00 Normally \$40.65
Random assort of 5 different supplements. You cannot specify which
Over 40 templates of power and not-so-powerful inhabitants of the Emerald

running historical adventures.

The Way of the Wolf

Details the life of the ronin, Rokugan's most unwanted samurai. Has Wave Men, mercenaries, bounty hunters, new techniques, new spells, advantages, ancestors; the history of Yotsu, his family and the secrets they hide; info on ronin villages, training and ronin shugenja.

## FASA ShadowRun Special

ISS Deluxe Hero Wars Special

ISS Hero Wars Special

some dice).

Hero Wars Narrator's Book
A tool kit for narrators. Hints on how to control the higher social aspects of the world so players can get bonuses or penalties. A sampling of creaturer and also of hero bands that can be used to help or hinder the players. Also

Anaxia's Roster
Creatures of the Hero Wars. Over 150 entries describing more than 300 animals, monsters and other creatures, including game stats and other facts. So illustrations. Eleven stories animate the collection.
Glorantha Intro to the Hero Wars Crazy \$29.00. Normally \$42.95
A 256 page book whose aim is to explain the many people, kingdoms, religions and gods of Glorantha. Both a general introdution to the world, plus a companion book to the game. Paints the history and present, with occassional highlights.

FFI Blue Planet 2nd Ed Special

Crazy Special \$85.00. Normally \$119.90
BLUE PLANET MODERATORS GUIDECrazy \$45.00. Retail \$59.95
Whether you are new to the Blue Planet universe or a veteran moderator, this book contains information vital to running exciting and effective adventures on the next of the includes regional maps and descriptions detailing the topography and history to the contained of the property of t

aborgines.

Crazy \$45.00 ...Retail \$59.95

Whether you are a newcomer or native, this guide contains everything a Blue Planet
player needs to survive on the new frontier. Has a detailed future history of the Blue
Planet setting; introductions to Posación, the GEO, the Incorporate, and the natives;
information on the sociopilitical landscape of both Poseidon and the Solar System;
the newcomer survival guide; detailed descriptions of personal equipment and
blotechnology; complete game roles, entirely redesigned for Blue Planet v2.

COR SOVEREIGN STONE RPG

### WW Wraith RPG Grab Pack

White Wolf's Wraith the Oblivion and Wraith the Great War have become dead lines for us, so we are clearing out the rest of our stocks

become dead lines for us, so we are clearing out the rest of our stocks with this grab pack.

Wraith Grab Pack 5 Items Crazy \$40.00 .......Normally \$150.00

Random assort of 5 different supplements. You cannot specify which items you will receive. Those available are: Love Beyond Death, Sea of Shadow, Quick & the Dead, Hierachy, Dark Kingdom of Jade, Guildbook Masquers, Jade Adventures, Shadowlayers Guide, Ends of Empire, Book of Legions, Doomslayers, Renegades, Midnight Exp, Tokyo, Necropolis Atlanta, Sandmen, Haunters, Pardoners & Puppeteers, Spooks, Wraith Great War RPG.

WW Trinity RPG Grab Pack

White Wolf's Trinity Roleplaying Game has become a dead line for us, so we are clearing out the rest of our stocks with this grab pack.

Trinity Grab Pack 5 Items Crazy \$60.00. .... Normally \$161.00
Random assort of 5 different supplements. You cannot specify which items you will receive. Those available are: Trinity RPG, Screen, Luna Rising, America Offline, Shattered Europe, Stellar Frontier, Players Guide, DR1, DR2, DR3, Alien Encounters I & II, Technology Manual, four different Field Reports, Dice.

## Novels

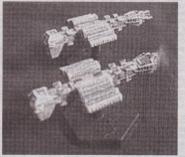
TSR AD&D Dragonlance Novel Grab Pack

are clearing out 13 of those novels now, in 5 book grab packs:

AD&D DL Novel Grab Pack 5 Items ... Crazy \$25.00 Retail \$58.60
Random assort of 5 different AD&D novels. You can specify which items you want to receive, but if sold out, another will be provided at random. Those available are: Legend of Huma, Steel & Stone, War of the Lance, The Cataclysm, The Reign of Istar, Kender-Gully Dwarves & Gnomes, The Magic of Krynn, Dark Heart, Wanderfust, Brothers Majere, Stormblade, Weasel's Luck, Darkness & Light, Time of the Twins, War of the Twins.

## Miniatures & Rules

Babylon 5 Fleet Action FLEET PACKS



Fleet Action Scale Omega Destroyers — one pieces castings! 2 per pack.

RP Ral Partha Brush Set

Contains three good quality paint brushes, sizes 5/0, 0 and 2

WARHAMMER BATTLE MAGIC New Edition

Crazy Special \$28.00 ... Official Retail \$75.00 For those wanting to play WFB 5th Edition, we also have a very small quantity of Warhammer Magic. Contains rules for using spells and magic items in the Warhammer game. Regardless of which armies you own, Warhammer Magic includes everything you need to bring wizards and magic to your battles. With 81 magic weapon cards. 42 enchanted magic cards. 18 magic armor items, 36 wizard Acrana items, 36 Winds of Magic cards, spell decks, templates, counters, etc. Limited stocks.

WARHAMMER Fantasy Plastic Figures Special
Crazy Special \$48.00 ... Official Retail \$105.00
We have three popular Warhammer Fantasy Plastic Regiments on special,
perfect for \$\frac{1}{2}\$ for \$6\frac{1}{2}\$ follows:
CIT976553 Chaos Warrior Halberd Regiment Crazy \$17.00 ... Norm \$35
CIT981755 Skaven Clanrats Regiment Crazy \$17.00 ... Norm \$35
CIT975907 Empire Halberdiers Regiment Crazy \$17.00 ... Norm \$35

Harlequin Fantasy Range Grab Packs
We are dropping forever the Harlequin Fantasy series of exaggerated 28mm fantasy figures. The Grab Packs are:
5 Blister Harlequin Fantasy Grab Pack Crazy \$30.00......Retail \$60
10 Blister Harlequin Fantasy Grab Pack Crazy \$55.00.......Retail \$120
20 Blister Harlequin Fantasy Grab Pack Crazy \$90.00.......Retail \$120
20 Blister Harlequin Fantasy Grab Pack Crazy \$90.00.......Retail \$240
You may order the Grab Packs in Themes, but please provide second choices. If the themes's you've order has sold out, we will supply another theme at random. The themes are:
Orcs & Goblins, Wood Elves & High Elves, Ver'men, Lizardmen, Men of Averaign, Undead & Chaos Knightis, Dwarves. (Trolls, Ogres, Minotaurs, Swarms & Dragons will be mixed randomly into other themes.)

Harlequin Dr Who Range Grab Packs

We are dropping forever the Harlequin Doctor Who series of exaggerated 28mm figures. (Excluding the Daleks, Cybermen, and the Doctors themselves.) The Grab Pack are:
5 Blister Dr Who Grab Pack
10 Blister Dr Who Grab Pack
10 Blister Dr Who Grab Pack

Ral Partha 01 Fantasy Range Grab Packs
We are dropping forever Ral Partha's 01 series of true 25mm fantasy figures.
The range includes player characters, monsters, etc. Most packs have
multiple figures or single monsters. The Grab Packs are:
5 Blister '01' Grab Pack
Crazy \$25.00. Retail \$60,00
10 Blister '01' Grab Pack
Crazy \$40.00. Retail \$120.00
20 Blister '01' Grab Pack
Crazy \$70.00. Retail \$240.00

Ral Partha 02 Fantasy Range Grab Packs

We are overstocked on Ral Partha's 02 series of mostly evaggerated 25mm (ie. 28mm) fantasy figures. The range includes primarily multifigure army packs, with the occassional large monsters, etc. The Grab Packs are: 5 Blister '02' Grab Pack Crazy \$25.00. Retail \$74.20 to Blister '02' Grab Pack Crazy \$45.00. Retail \$20 Blister 02' Grab Pack Crazy \$45.00. Retail \$288.00 You may order the Grab Packs in \*Themes\* but please provide second choices. If the thempt's you've order has solid out, we will supply another theme at random. The themes are:

Orcs & Goblins & Trolls & Ogres, Elves, Dwarves, Undead & Chaos, Humans, Monsters & Creatures & Sundry.

Reaper 15mm Fantasy Range Grab Packs

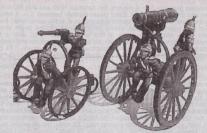
Reaper 15mm Fantasy Kange Grab Packs
We are overstocked on Reaper's 15mm series of fantasy figures. The range
includes primarily multifigure army packs, with the occassional large
monsters, etc. The Grab Packs are:
5 Blister 15mm Reaper Grab Pack Crazy \$43.00. Retail \$51.00
10 Blister 15mm Reaper Grab Pack Crazy \$43.00. Retail \$102.00
You may order the Grab Packs in Themes to please provide second
choices. If the themels you've order has sold out, we will supply another
theme at random. The themes are: theme at random. The themes are: Orcs & Goblins & Trolls, Undead & Elementals, Dwarves.

Reaper 25mm Samurai Range Grab Packs

Steam-Age British Colonial Machines of War

Eureka Miniatures produce a highly humerous range of exaggerated 28mm scale British Colonials with a fantasy/sci-fi bent — a couple of tricycles mounting support weapons! With imagination, they could easily be used in a popular science fiction game...

Triumphaned Rattler — Crazy \$6.75 Retail \$0.05 .... Crazy \$6.75 Retail \$9.05 Crazy \$10.75 Retail \$14.30



Steam-Powered British Colonial Power Armor

For the same range as the above, Eureka Miniatures also produce five superb British Colonials wearing steam-powered suits of power armort Each comes with a transparent plastic bubble helmet too. Exaggerated 28mm scale with a sci-fi bent, they could easily be used in a popular science fiction

game... Set of 5 Colonials in Power Armor...... ... Crazy \$20.00 Retail \$27.50



Four of the five different Colonial soldiers in steam-powered armor

Four of the five different Colonial soldiers in steam-powered armor. 

Irregular 10mm Fantasy Army Packs

Eureka Miniatures locally manufacture Irregular's range of 10mm fantasy figures. We offer the bulk of that range on special in 100 figure army packs. 

Horse & riders count as 2 figures.

Crazy \$24.75 Retail \$33.00

Crazy \$24.75 Retail \$33.00

Experiment of the figures of th

## Computer Games

AXIS & ALLIES

AXIS & ALLIES

Crazy Special \$15.00.

Originally \$80.00

One of the most anticipated computer game releases this year — the magnificent Axis & Allies boardgame has now been released as a faithful computer game. The year is 1942 and the world is at war. You are a powerful leader struggling for supremacy. Features classic game-play plus new rule variations exclusive to this game. Up to 5 humans of computer players can play on the one computer or over a network. Time machine' feature allows players to review previous moves and analyse enemy strategies and offensives. With great graphics taken straight from the board game. IBM Requires: Windows '95, Pen 133, 16mbRAM, hard disk, SVGA, 1mbVideo Card.

Heavy Gear

Crazy Special \$40.00.

Based on the Heavy Gear roleplaying game, this new, extremely improved version of the game, has been rebuilt from the ground up. With special ops steaths squad missions, indoor/outdoor missions, enemy forces adapt to your tactics, battle in examps, even on the outhull of starships! With an all new game engine that allows faster combat. Game play graphics are truly stunning. IBM Requires: 3Daccel, Pen 166, Windows '95, 64mbRAM, 4spCD-ROM, 2mbSVGA.

MIGHT & MAGIC VI The Mandate of Heaven NWC

Crazy Special \$43.00. Originally \$95.00
Limited Ed. The Ironflist Dynasty is tottering on the brink of ruin. You will lead a band of adventurers on a dangerous journey of amazing depth and intelligence. Master your destiny in a non-linear storyline where your choices and actions determine the game's outcome. Explore the intricacies of hundreds of subplots, spin-offs, and miniquests. Real-time or turn-based combat. 16 bit, 65,000 color graphics. IBM Requires: Pentium 90, Win 95, 16mbRAM, 4spCD, SVGA, hard disk.

CILTIMA IX: ASCENSION Dragon Edition

Origin

Crazy Special \$43.00.

Display \$95.00

This Dragon Edition also contains Ultimas 1—8, plus cards, pendant, rolled up poster, leatherette journals, color map, a music CD. Complete immersion into the rich fantasy world of Britannia in this ninth and final game in the series. You have to save Britannia from the evil Guardian who has devastated the landscape and corrupted the eight sacred virtues. You can buy and trade goods in the capital city, seek the wisdom of the mages in Moonglow, visit distant evotic ports, fight fantastical creatures, encounter massive dragons. There are over 60 unique creatures, over 200 characters

all with full speech. Great music, day and night cycles, weather, 45 different spells etc! IBM Requires: Win '95, Pen II 266, 64mbRAM, 8spCD-ROM, 8mb3D card

**DISCIPLES Sacred Lands** 

WARBIRDS Dawn of Aces

Interactive

Crazy Special \$25.00. Originally \$75.00
30 accelerated WW1 aerial combat. Features offline training to hone your flight and gunnery skills, free head-to-head via modem, serial or internet; legendary WWI planes including Fokker Dr1. Spad VII, Sopwith Camel, Albatross, etc. both 30 accelerated and non-30 accelerated available in the same online arenas, multiple online arenas, each supporting hundreds of players simultaneously. IBM Requires: Windows '95, 1024x768 SVGA, Pen 133, 32mbRAM.

Rage
Crazy Special \$15.00. Originally \$75.00
Classic HG Wells War of the Worlds, with the Martians invading 1898 Earth. In this game, you initiate the conflicts. Forget mission-based strategy, You can play Martian with their huge tripod war machines, or 1898 United Kingdom,with inonclad warships and WMI tanks. You can lose battles and still win. With full 3D texture mapping, smoke, fog, a unique mix of strategy and action, research, develop and maneuver vehicles on land, sea or air. Looks great. IBM Requires: Pen 166, 32mbRAM, 2mbGraphics card, 16bit sound, 4spCD-ROM, Windows 95.

Crazy Special \$15.00... Originally \$60.00

A classic re-release. A reallstic simulation of today's M1A2 Abrams tank. Includes up to date US and Russian equipment. Configuration options from easy to realistic, 3 different campaign theatres: Persian Guff, Bosnia, Ukraine; unlimited single battles with 8 different campaign scenarios, multiplayer network capabilities. IBM Requires: Pen, 16mbRAM, SVGA, Windows'95, 2spCD.

## **Close Outs**

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog. Please note that stocks are strictly limited.

note that s	tocks are strictly lin	nited.				
AVA8570	Deluxe Runequest	Book	Crazy	\$15.00	Retail	\$60.50
AVA864	Empires in Arms W	argame	Crazy	\$25.00	Retail	\$76.75
AVA885	Republic of Rome	Nargame	Crazy	\$23.00	Petail	\$71.05
AVA887	Blackbeard Wargar	ne	Crazy	\$21.00	Petail	\$62.35
AVA906	Hannibal vs Rome	Margama	Crozy	\$22.00	Dotoil	\$67.30
Grab Pack	of 3 Critical Hit AS	I Droduoto	Crazy	#23.00	O Date	1 054
COA1102	Lee Takes Comma	nd Margama	Crozu	\$20.00 \$20.00	Deteil	#20 2F
COA 1200	Manalaga at Laine	~ \A(~~~~~~	0	CAO CO	D-4-II	CATOR
COA1200	Automor of Olean	g vvargame	Crazy	\$19.50	Retail	\$47.95
COA 2000	Autumn of Glory W Courtesans of Ver	argame	Crazy	\$20.00	Retail	\$38.35
COA2960	Courtesans of ver	sallies vvargame	Crazy	\$35.00	Retail	\$16.75
COASSIO	Kolin Wargame From Valmy to Wa		Crazy	\$30.00	Retail	\$52.75
COA9506	From valmy to vva	terioo Min.Rules	Crazy	\$31.00	Retail	\$57.75
COAOSG	Last Days/Grande	Armee wargame.	Crazy	\$31.00	Retail	\$62.35
CHABB01	Lurky in the Lobby	Cthulhu Video	Crazy	\$10.00	Retail	\$31.20
CHABB02	Return to Innsmoo	ith Cthulhu Video.	Crazy	\$10.00	Retail	\$31.20
FFICL01	Cthulhu Live RPG	2110 Ed	Crazy	\$20.00	Retail	\$42.85
FFITR02	Mecatol Rex Twi I Thunders Edge Bo	mp RPG S/Book	Crazy	\$10.00	Retail	\$34.05
FFITE01	Thunders Edge Bo	ardgame	Crazy	\$50.00	Retail	\$105.0
FFITE02	Demon Canyon (e	xpans for above).	Crazy	\$25.00	Retail	\$51.80
LAS25000	Star Trek Next Ge	n RPG	Crazy	\$25.00	Retail	\$71.45
LAS25001	Star Trek NG Nari	ator's Toolkit	Crazy	\$10.00	Retail	\$32.95
LAS25002	Star Trek NG Nari Star Trek NG Play	ers Guide	Crazy	\$20.00	Retail	\$53.85
LAS25100	Star Trek NG Pric	e of Freedom	Crazv	\$15.00	Retail	\$50.55
LAS25101	Star Trek NG Star	Fleet Intelligence	Crazy	\$10.00	Retail	\$30.75
LAS25102	Star Trek NG Plan	ets of the UFP	Crazy	\$10.00	Retail	\$40.65
LAS25500	Star Trek NG Ron	nulans Sourcebk	Crazv	\$25.00	Retail	\$71.45
LAS35100	Star Trek Raiders	Renegades, Rog	Crazy	\$18.00	Retail	\$40.65
LAS45000	Star Trek The Orig	inal RPG	Crazy	\$30.00	Retail !	\$71.45
LAS45001	Star Trek Original	Narrators Kit	Crazy	\$12.50	Retail:	\$32.95
RAL20632	PREDATOR CLAN CANIS CLAN BAT WOLF HOUND no	N MECH	Crazy	\$6.00	Retail :	\$12.95
RAL20752	CANIS CLAN BAT	TLEMECH	Crazy	\$7.00	Retail !	\$14.85
RAL20891	WOLF HOUND no	ew version	Crazy	\$6.00	Retail !	\$12.95
RAL20618	HELLFIRE MECH		Crazy	/ \$6.50	Retail	\$13.95
RAL20828	SAVANNAH MAS	TER	Crazy	\$4.00	Retail !	\$10.05
RAL20873	SPIDER NEW VE BattleTech Autumi	RSION	Crazy	\$5.50	Retail!	\$12.45
RAL77740	BattleTech Autumi	Colors Paint Set	. Crazy	\$7.00	Retail !	\$17.25
RAL77741	BattleTech Summi	er Colors Paint Se	t Crazy	\$7.00	Retail !	\$17.25
RTG3003A	Cyberpunk 2 <sup>nd</sup> E	d RPG	Crazy	\$18.00	Retail !	\$48.35
TSR11320	Fantastic 4 Roster	Bk Marvel RPG	Crazy	\$10.00	Retail !	\$39.55
TSR11330	Fantastic Voyages	Marvel RPG	Crazy	\$6.00	Retail !	\$18.15
TSR11340	Battle Tech Autumn Cyberpunk 2 <sup>nd</sup> E Fantastic 4 Roster Fantastic Voyages Marvel RPG Guide	to Everything	Crazy	\$9.00	Retail !	\$35.15
TSR11549	AD&D Silver Annive Barricades 45cm	ersary Boxed	Craz	y \$44.00	Reta	1 \$109
21C4.0 Th	e Barricades 45cm	x 80cm wide	Crazy	\$9.50	Retail 9	\$21.60
21C10.0 [	ata Elaboration Ce	ntre 18x33x36cm	Crazy	\$14.00 l	Retail S	538.40
21C12.0 E	levated Monorailwa	ay 215cm x 12cm	Crazy	\$15.00	Retail	\$43.20
21C13.0 F	elay Station 49cm	x 45cm x 22cm	Crazy !	\$13.00	Retail S	36.00
21C5.1 Th	elay Station 49cm e Inn (Ground Floo	r) 26x31x14cm	Crazy !	\$10.00	Retail S	\$40.30
21C5 2 Th	e Inn (First Floor)	6v26v15cm	Crazy	\$5 00 F	licto!	22 05
21C5.3 Th	e Inn (Second Floo	r) 26x26x15cm	Crazy	\$5.00 F	etail S	23.05
Vampire th	e Masquerade T-Sh	irt XL Size	Crazy	\$17.00	Retail S	40.95
(Various tyle	s mostly based on th	e new Clanbooks )				
Warhamme	r Armies Book: Bre	tonnian	Crazy !	\$15.00	Retail S	35.00
Warhamme	r Armies Book: Ord	s & Goblins	Crazy	\$5 00 1	Retail 9	35 00
Warhamme	r Armies Book: Ska	ven	Crazy	\$7.50 F	Retail S	35.00
Warhamme	r Armies Book: Ska r Armies Book: Em r Armies Book: Var	pire	. Crazy	\$7.50 F	Retail S	35.00
Warhamme	r Armies Book: Var	npire Counts	Crazy !	\$10.00 F	Retail S	35.00
			The state of the s			

Fantasy Flight DiskWars Expansions (may need Diskwars game to use)
Frothan's Ghouls Undead Army Expansion. Crazy \$7.00 Retail \$19,15
The Groman Guard Knights Expansion. Crazy \$7.00 Retail \$19,15
Knives of Q'aro Fenn Barbarians Expansion. Crazy \$7.00 Retail \$19,15
Knives of Q'aro Fenn Barbarians Expansion. Crazy \$7.00 Retail \$19,15
Waiqar's Sundermen Acolytes Expansion. Crazy \$7.00 Retail \$19,15
Dwarves of the Red Anvil Army Set. Crazy \$10.00 Retail \$19,15
The Wastelands Expansion. Crazy \$7.00 Retail \$19,15
The Wastelands Expansion. Crazy \$6.00 Retail \$10.50

## Trading Card Games - 35

## Collectible Trading Card Games

### Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

## 7th Sea CCG

7th Sea Broadsides Starter Deck 65 cards + rules .....\$15.35
Broadsides is the new basic edition, updated from NoQuarter. There are six
different styles of starter decks, as follows. You can specify the one you want,
but we will supply another at random if that one is not in an opened display.
Sea Dogs. Brotherhood of the Coast, The General (Montaigne), Explorer's
Society, Crimson Rogers, The Armada. See above for descriptions of the
individual decks.

HIQH	viuua	uecks.	
7th	Sea	Broadsides	Starter Deck Display 12 decks \$165.00 Booster Pack 15 cards \$4.75
41	oca	Dioadaidea	otalter beek bisping 12 decks
7th	Sea	Broadsides	Booster Pack 15 cards \$4.75
7tn	Can	Prondeidos	Booster Pack Display 36 packs \$155.50
1	Sea	Divausiues	Booster Pack Display 36 packs\$155.50

7<sup>th</sup> Sea Strange Vistas

The battle for Theah's seas rages on, while beneath the waves, hidden forces draw near, hoping to turn the tide one way or the other. 150 new cards, swordsman schools, more ways to kill opponents.

7<sup>th</sup> Sea Strange Vistas Starter Deck 65 cards + rules .......\$14.40

Two new starter decks. They are: Gosse's Gentlemen: the gentleman pirate and his crew have come out of retirement after twenty years. The Corsairs: the villanous corsair from the Empire of the Crescent Moon, whose ships are crewed by captives from 2 layer. These

7th	Sea	Strange	Vistas	Starter Deck Display 12 decks\$155.50 Booster Pack 15 cards\$4.80 Pack Display 36 packs\$153.60	)
7th	Sea	Strange	Vistas	Booster Pack 15 cards\$4.80	)
7111	Sea	Strange	Vistas	Pack Display 36 packs\$153.60	)

7<sup>th</sup> Sea Shifting Tides

165 new cards, including new cards for every faction, new victory condition. Each deck holds a buccaneer crew from one of two new factions. 7th Sea Shifting Tides Starter Deck 65 cards + rules..........\$14.40 L'Empereur's Royal Navy: the Montaigne Admiral Alazais brings with him the largest navy the world has ever seen, ready to challenge the Castillians; Vesten Raiders: these raiders use the longships of their ancestors and applient rune magic the sink merchant and pirate ship alike.

7th Sea Shifting Tic	des Starter Deck Display 12 deck des Booster Pack 15 cardsdes Booster Display 36 packs	s\$155.50
7th Sea Shifting Tio	des Booster Pack 15 cards	\$4.80
7 <sup>th</sup> Sea Shifting Tio	des Booster Display 36 packs	\$153.60

7<sup>th</sup> Sea Scarlet Seas

150 new cards focusing on the conflict between the Sea Dogs & the Crimson
Rogers. Rumors also abound of a ship crewed by the dead.
7th Sea Scarlet Seas Starter Deck 65 cards + rules\$14.35
Has two Starter Deck types: Crimson Rogers have killed Captain Berek and
recovered their stolen treasure, but Berek's crew escaped. The Sea Dogs
find a new leader in Bloody Bonnie McGee, and are out for revenge!
7th Sea Scarlet Seas Starter Deck Display 12 decks\$155.00
7th Sea Scarlet Seas Starter Deck Display 12 decks\$155.00 7th Sea Scarlet Seas Booster Pack 15 cards\$4.95
7th Sea Scarlet Seas Booster Display 36 packs\$160.40



## Aliens Predator CCG

There are three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. Predator's goal is to collect trophies. The Aliens start the weakest and with very limited numbers...their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms.

Alien Starter Deck (60 cards + rules)	\$21.10
Predator Starter Deck (60 cards + rules)	\$21.10
Marine Starter Deck (60 cards + rules)	\$17.30
Aliens Predator Booster Pack (15 cards)	\$5.75
Aliens Predator Booster Display (540 cards)	\$182.40
Aliens Resurrection Booster Pack (15 cards)	\$4.80
Aliens Resurrection Booster Display (540 cards)	\$155.50

## **Austin Powers CCG**

**DEC Austin Powers CCG** 

From the recent movie. A shagadelic multi-player gaming experience. Each cheeky little Starter Deck contans two 30-card preconstructed decks ready to play. Collect all 140 groovy cards from the movie, showing your favorite characters, scenes and quotes. To win the game you need 100 Mojo if playing 'good' or 100 billion dollars in Ransom if playing 'evil'. For two to six players but best with four.

Austin Powers	Starter Deck 60 cards + rules	\$15.35
	Starter Display 12 decks	\$165.10
<b>Austin Powers</b>	Booster Pack 11 cards	\$4.80
<b>Austin Powers</b>	Booster Display 30 packs	\$127.70

## Babylon 5

PRE Babylon 5 Premier (Limited) Edition

PRE Babylon 5 Premier (Limited) Edition

By Precedence, based on the very popular syndicated TV series. Each of the
four primary races, Nam, Centauri, Human and Minbari are represented by
different Starter Decks. They come with 50 fixed cards and 10 random ones,
to ensure great play out-of-the box. The set consists of over 440 cards. In
essence, 85 is a multi-level game involving politics, intrigue, and ship to
ship combat.

Babylon 5 Premier Starter Deck 60 cards, rules, dice	\$16.30
	\$10.50
You can choose either Centauri, Earthforce, Minbari, or Narn.	
Babylon 5 Starter Display 720 cards	\$175.70
Babylon 5 Booster Pack 8 cards.	\$3.60
Babylon 5 Booster Display 192 cards	\$77.75

PRE The Shadows Limited Edition

FIG. 11te Shadows Limited Edition
Focuses on the second half of year 2 and all of year 3. Includes cards that represent the awesome destructive capability of Shadow and Vorion capital ships, as well as various ships in the White Star Fleet.
The Shadows Booster Pack 12 cards.

\$4.80
The Shadows Booster Display 216 cards.

\$77.75

PRE Babylon 5 Deluxe Edition Boosters

The Great War Limited Edition

A whole new expansion with 350 new cards. Has 2 new starter decks, new agendas for Vorlons and Shadows, etc. The rulebook is fully revised and the Starter Decks have Mark counters.

Starter Decks have Mark counters.

Non-aligned Starter Deck 60 cards, rules, markers. The Non-Aligned Worlds deck caters to playing any of the Non-aligned Worlds during the great war. You control all the Non-aligned Worlds as though they were one empire.

PRE Psi-Corps Limited Expansion
On the surface, the Corps appears to be simply an arm of Earthgov. In truth, it is already a galactic power in its own right. Now you can lead this uniquely capable faction. There are 150 new cards.

Psi-Corps Starter Deck 60 cards & rules.

\$17.30

Every Starter Deck contains the Bester card. 50 cards are fixed, 10 cards are

Psi-Corps Starter Display 6 Decks with 360 cards......\$91.20
Psi-Corps Booster Pack 8 cards......\$3.35
Psi-Corps Booster Display 24 Packs with 192 cards.....\$76.80

PRE Severed Dreams

After the Vorions and Shadows have been vanquished the greatest danger to the Alliance comes from within, plus allies the Shadows left behind, the Drahk. Randomly inserted cards signed by Bruce & Melissa Boxleitner.

Wheel of Fire Booster Pack 8 cards. \$4.55

Wheel of Fire Booster Display 24 Packs with 192 cards. \$98.90

#### **Deadlands: Doomtown**

This product is an ideal way for a new player to get into Deadlands, with easy to follow rulebook. There is one double-deck starter pack:

Laws Dogs vs Blackjacks Pack 2 x 50 card decks, rules.....\$16.30 Shootout at High Noon Display 6 packs...

FIV Deadlands: Pine Box
Contains cards from sets 1 thru 9, the Pine Box Edition offers five different
Starter Decks, If we don't have the one you want, we will supply another at
random. They are Blackjacks/Flock, Maze Rats/Collegium,
Sweetrock/Agency, Whateleys/Rangers, Law Dogs/Sloux Union.
Deadlands: Pine Box Starter Deck 79 cards, rules, chips...\$23.00
Deadlands: Pine Box Starter Display 10 decks...\$230.40
Deadlands: Pine Box Booster Pack 15 cards...\$5.30
Deadlands: Pine Box Booster Pack 15 cards...\$5.30

AEG Deadlands: Boot Hill Edition
Now brought to us by AEG rather than WotC. This new core edition features
300 cards.

FIV Deadlands: Mouth of Hell

Contains over 180 new cards and three new outfits, as below:
Mouth of Hell Starter Deck 60 cards, rules.
Law Dogs Sheriff Hunter and his crew hunt the Blackjacks.
Sweetrock Gomorra used to belong to them,.
Collegium Mad scientists.
Mouth of Hell Booster Pack 15 cards...
Mouth of Hell Booster Display 45 packs...

FIV Deadlands: A Reaping of Souls
They found the mother lode in the heart of Lord Grimely's Manor. But there is something from the depths of Hell inside, waiting to come through. Contains over 180 new cards and three new outfits, as below:
A Reaping of Souls Starter Deck 60 cards, rules \$14,40
The Coalition The Rangers and Agency.
The Flock Their delusional efforts now threaten Gomorra's streets. The Whateleys: Extended Family This clan of inbred sorcerers is ready to take the final step in raisin' their master from Hell's pits.
A Reaping of Souls Starter Display 12 decks \$153.60
A Reaping of Souls Booster Pack 15 cards \$6.25
A Reaping of Souls Booster Pack 15 cards \$240.00

FIV Deadlands: Revelations

Gomorra. Sweetrock: Gomorra Rail Line The Company's come looking for Maxwell Baine. But he has one more surprise for everyone. Ashes to Ashes Starter Display 12 decks.....\$155.50 Ashes to Ashes Boster Pack 15 cards.....\$4.80 Ashes to Ashes Display 36 packs.....\$155.50

ALD Deadlands: Eye for an Eye

Things are starting to get ugly in Gomorra. Sheriff Hunter is on the rampage

Things are starting to get ugly in Gomorra. Sheriff Hunter is on the rampage

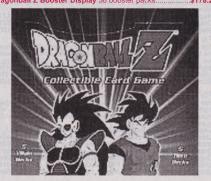
Annoy is spread too thin; and the Collegium



### **Dicemaster**

DiceMaster Wilds of Doom Exp. Crazy \$6.95 .... Normally \$32.95
This expansion has a random selection of 26 dice of varying shapes, colors, and sides, all with game related symbols or characters. Some of these dice are big!

Dragonball Z



#### - Trading Care 36

36 - Trading Lar	
FIV Dune: Eye of the Storm Limited Edition By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles wing for admission to the Landsraad High Council. Includes over 300 cards. Each Starter Display has two copies each of the six basic houses.  Dune Starter Deck 60 cards, rules, dice. \$14.40  Dune Starter Display 720 cards \$153.60  Dune Booster Pack 15 cards. \$2.90  Dune Booster Plaplay 540 cards \$86.40	Pass, preventing any and all armies from moving through the crossroads of the Empire
FIV Dune: Judge of the Change The next instalment in the Dune CCG saga. Dune: Judge Chapter 1 Starter Deck 60 cards, rules, dice\$9.60 Spice Miners Guild. The men who mine the spice, a deadly operation due to the sand worms. But the profits are beyond imagination. Dune: Judge Chapter 1 Booster Pack 15 cards\$2.90 Dune: Judge Chapter 1 Combo Display 720 cards\$86.40 Dune: Judge Chapter 2 Starter Deck 60 cards, rules, dice\$9.60 Water Sellers Union. Water is life. By this maxim all Arrakis lives or dies. All factions come to this Union for their survival. Dune: Judge Chapter 2 Booster Pack 15 cards\$2.90 Dune: Judge Chapter 2 Combo Display 720 cards\$86.40	Legend of 5 Rings Emerald Starter Display 720 cards\$172.80 Legend of 5 Rings Emerald Booster Packs 15 cards\$6.70 Legend of 5 Rings Emerald Booster Display 540cards\$192.00 There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.  FIV Legend of the Five Rings: Obsidian Edition Basically a revamped and updated version of Emerald Edition. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan,
Water Sellers Union. Water is life. By this maxim an intraks lives of cles. All factions come to this Union for their survival.  Dune: Judge Chapter 2 Booster Pack 15 cards	and expanded rulebook.  Legend of 5 Rings Obsidlan Starter Decks contains as above Lion Clan Deck See description under Emerald Ed. \$25.90 Crane Clan Deck See description under Emerald Ed. \$25.90 Unicorn Clan Deck See description under Emerald Ed. \$25.90 Dragon Clan Deck See description under Emerald Ed. \$25.90 Crab Clan Deck See description under Emerald Ed. \$25.90 Phoenix Clan Deck See description under Emerald Ed. \$25.90 Legend of 5 Rings Obsidian Starter Display 720 cards \$25.90 Legend of 5 Rings Obsidian Stoster Packs 15 cards. \$25.90 There are over 300 different cards in the Obsidian Edition.  FIV Legend of the Five Rings: Jade Edition
Atreides. This house stands alone on Arrakis. It is beset on all sides by foes who seek to destroy it with politics, assassins, or war.  Dune: Thunder Chapter 1 Booster Pack 15 cards	Basically a revamped Obsidian/Emerald Edition. Has twelve different Starter Decks, as below:  146.30  146 Edition Starter Deck  156.30
The Scorpion Clan has been exiled from the Emerald Empire, and Bayushi Kachiko leads her people into the desert called the Burning Sands. This CCG is set if mythic Arabia. There are 153 new cards. There are 3 types. Seppet, Nomadic Horsemen, Assassins. Shadow of the Tyrant Starter Display 12 decks	FIV Legend of the Five Rings: Pearl Edition Specially designed to be totally balanced for sealed deck play; each deck has 50 fixed cards that show of their clans 'strategles and tactics. Each deck has rules, tokens, 81 cards including stronghold with built-in spinner for tracking Family Honor. Most cards are from earlier editions, some have been revamped, and there are some new cards too. Pearl Edition Starter Decks 60 cards plus rules \$28.95 Pearl Edition Booster Packs 15 cards Pearl Edition Booster Display 540 cards \$153.60  FIV ShadowLands Five months have passed since the war began, and there is no sign of peace. Armires of gibbering dead men march against the Clans gaining
Black Hand, Black Heart Starter Deck 65 cards + rules\$4.80 Eternal enemies are swept up into the ancient struggle for control fo the city. 153 new cards. Decks are Ashalan & Qabal. Black Hand, Black Heart Starter Display 12 decks\$52.80 Black Hand, Black Heart Booster Pack 15 cards\$1.45 Black Hand, Black Heart Booster Display 36 packs\$48.00	FIV ShadowLands Five months have passed since the war began, and there is no sign of peace. Armries of gibbering dead men march against the Clans gaining victory after victory. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.  Naga Deck The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire.  \$13.45 Clan Scorpion Deck This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength.  \$19.20 Shadowlands Starter Display 720 cards.  \$134.40 There are over 150 different cards in Shadowlands. Shadowlands Booster Packs 15 cards\$17.30 Shadowlands Booster Display 36 packs\$600.00
Legend of the Five Rings Disk Wars  AEG Legend of the Five Rings Disk Wars Imperial Ed. Disk Wars is a bit like a cross between miniatures' game and a trading card game. Players use Creature and Spell Disks to fight furious battles on any tabletop. You can customize your army. There are six types of Starter Army Packs. Uses same rules system as Fantasy Flights Disk Wars. Fully compatible. LSR Disk Wars Imperial Ed Army Pack 8 flats + rules	FIV Forbidden Knowledge Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. Forbidden Knowledge Booster Packs 11 cards
sided, full color. 130 different disks to collect. The six Armies are: Lion, Crane, Crab, Unicorn, Phoenis, Dragon. If we don't have the one you want in our open display, one will be supplied at random. LSR Disk Wars Imperial Ed Army Pack Display 12 packs. \$205.20 L5R Disk Wars Imperial Ed Booster Packs 4 flats. \$7.95 L5R Disk Wars Imperial Ed Booster Display 20 packs. \$144.00 Legend of the Five Rings  FIV Battle Of Beiden Pass Now sold out around the world. We have limited stocks only. The complete	different Clans in each Starter Display each deck having a random assortment of cards. 150 new cards in the set.  Anvil of Despair Starter Decks 60 cards + rules  Junzo's Army The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries corrupt the samural into contorted mockeries of their former selves.  \$21.10  Toturl's Army The Emperor's greatest tactician has returned, Toturi the Ronin, His army's armor and weapons are worn and taltered, but the samural in his army burn with devotion.  Anvil of Despair Starter Display 720 cards  \$153.20  Anvil of Despair Booster Packs 11 cards  \$7.70  Anvil of Despair Booster Packs 11 cards  \$316.80
entry point into the excellent Legend of the Five Rings trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules\$72.00 FIV The Siege of Sleeping Mountain  The Dragon champion, corrupted by the artifact known as the Obsidian Hand, struggles to unlock the ancient secret trapped in the Chamber of Crystal. If she succeeds, the Empire will be destroyed. The army of the Brotherhood and the Naga rush for the Palace attempting to stop the Chamber being opened, but Toturi's Imperial army rushes to intercept them and protect the Dragon clan.  This product is an ideal way for a new player to get into L5R, with easy to	FIV Crimson & Jade  The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army. Two new allies join the frey: the Shintao Monks and Yoritomo. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.  Yoritomo's Alliance Deck The minor clans have gathered under the hancer of Vortimon, the Mantic Clan Champion, His army is multivated.
follow rulebook. There are two double-deck starter packs: Naga vs Toturi's Army Pack 2 x 50 card decks, rules. \$21.10 Dragon vs Brotherhood Pack 2 x 50 card decks, rules. \$21.10 Siege of Sleeping Mountain Display 6 packs. \$120.00 FIV Storms Over Matsu Palace The new introductory game for Legend of the Five Rings CCG. Teaches you the basics of the game using basic but fully playable cards. Each Deck has two 50 card decks, one for Clan Lion, the other for Unicorn, along with playmats, rules, and history. Can the Unicom's horsemen prevail against the Lion? \$16.60 Storms Over Matsu Palace Display 6 double-decks. \$89.65	by the chance to receive greatness and greed. \$25.90 Monk Clan Deck Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war. Armed only with their wisdom and ancient prophesies, this clan waits for the right time to face Fu Leng one last time. \$25.90 Crimson & Jade Booster Packs \$77.30 Crimson & Jade Booster Display 64 packs \$672.00 FIV Time of the Void Limited Expansion It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil. the Imperial Palace. This is the final chapter in the War of the
FIV Legend of the Five Rings: Emerald Edition Has absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. There are two decks each of six different Clans in each Starter Display. Legend of 5 Rings Emerald Starter Decks 60 cards + rules Lion Clan Deck The Lion army under the leadership of Matsu Tsuke continues its relentless attack upon the Crane Clan	ultimate evilthe imperial Paiace. Inis is the <i>nina</i> chapter in the var of the Clains. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. <i>Our stocks are strictly limited.</i> Phoenix Clan Stronghold Deck One Clan will fallOne by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen

d Games	
Pass, preventing any and all armies from moving through the crossroads of the Empire. \$19.20 Dragon Clan Deck Myterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, the best general in the Empire. \$19.20 Crab Clan Deck These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi\$19.20 Phoenix Clan Deck Masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They discovered powerful forbidden magic, but it is corrupting their masters one by one\$19.20 Legend of 5 Rings Emerald Starter Display 720 cards\$172.80 Legend of 5 Rings Emerald Booster Packs 15 cards\$6.70 Legend of 5 Rings Emerald Booster Display \$40cards\$192.00 There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition on the finitely limited.	Tim Tim The FIV Bayydoo Scc Cor Scc Scc Scc Scc Scc Scc Scc Scc Scc Sc
FIV Legend of the Five Rings: Obsidian Edition Basically a revamped and updated version of Emerald Edition. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook. Legend of 8 Rings Obsidian Starter Decks contains as above Lion Clan Deck See description under Emerald Ed. \$25.90 Crane Clan Deck See description under Emerald Ed. \$25.90 Unicorn Clan Deck See description under Emerald Ed. \$25.90 Crab Clan Deck See description under Emerald Ed. \$25.90 Progon Clan Deck See description under Emerald Ed. \$25.90 Phoenix Clan Deck See description under Emerald Ed. \$25.90 Phoenix Clan Deck See description under Emerald Ed. \$25.90 Legend of 5 Rings Obsidian Starter Display 720 cards \$278.40 Legend of 5 Rings Obsidian Booster Packs 15 cards. \$278.40 Legend of 5 Rings Obsidian Booster Packs 15 cards. \$201.60 There are over 300 different cards in the Obsidian Edition.	Scot Scot Scot Scot Scot Scot FIV Wh frag will carry Hick Hick Scot Scot Scot Scot Scot Scot Scot Scot
FIV Legend of the Five Rings: Jade Edition Basically a revamped Obsidian/Emerald Edition. Has twelve different Starter Decks, as below. Jade Edition Starter Deck	Hichica Hichic
FIV Legend of the Five Rings: Pearl Edition Specially designed to be totally balanced for sealed deck play; each deck has 50 fixed cards that show off their clans' strategies and tactics. Each deck has rules, tokens, 81 cards including stronghold with built-in spinner for tracking Family Honor. Most cards are from earlier editions, some have been revamped, and there are some new cards too.  Pearl Edition Starter Decks 60 cards plus rules\$28.95 Pearl Edition Booster Packs 15 cards\$4.80 Pearl Edition Booster Display 540 cards\$153.60	Hich Hich Too ulti Nin are Ph
FIV ShadowLands Five months have passed since the war began, and there is no sign of peace. Armies of gibbering dead men march against the Clans gaining victory after victory. The only hope for the Empire lies in an ancient race of sement folk known as the Naga.  Naga Deck The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire.  Clan Scorpion Deck This Clan is another evil brewing in the Empire Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength.  \$19.20 Shadowlands Starter Display 720 cards.  \$13.4.40 There are over 150 different cards in Shadowlands.  \$134.40 Shadowlands Booster Packs 15 cards.  \$17.30 Shadowlands Booster Display 36 packs.  \$600.00	fro Hich Hich Hich En FIN The carry expenses the Hich Williams
FIV Forbidden Knowledge Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. Forbidden Knowledge Booster Packs 11 cards \$4.80 Forbidden Knowledge Booster Display 506 cards \$191.05 There are over 150 different cards in Forbidden Knowledge.	Ho Ho Ho 18
FIV Anvil of Despair The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; etc. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.  Anvil of Despair Starter Decks 60 cards + rules Junzo's Army The undead shugenja, once known as Yogo Junzo, now Junzo's Army The undead shugenja, once known as Yogo Junzo, now Junzo's Army The Emperor's greatest tactical has returned, Toturi the Ronin. His army samor and weapons are worn and taltered, but the samural in his army burn with devolton.  \$3.50 Anvil of Despair Starter Display 720 cards.  \$163.20 Anvil of Despair Booster Packs 11 cards.  \$7.70 Anvil of Despair Booster Packs 10 cards.  \$316.80 There are over 150 different cards in Anvil of Despair.	On of book Ar Th will Jig arm an mulpa Ar Ar Ar Fill 18 Ma

Legend of 5 Rings Emerald Booster Display 940cards\$192.00 There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.	and taken to Boosters. Scorpion (Scorpion (
FIV Legend of the Five Rings: Obsidian Edition Sasically a revamped and updated version of Emerald Edition. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge oposter pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.	Scorpion Bayushi Sh assault the Scorpion ( Contains th
Lion Clan Deck See description under Emerald Ed. \$25.90 Crane Clan Deck See description under Emerald Ed. \$25.90 Unicorn Clan Deck See description under Emerald Ed. \$25.90 Pragon Clan Deck See description under Emerald Ed. \$25.90	Scorpion ( Scorpion (
pooster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.  Legend of 5 Rings Obsidian Starter Decks contains as above. Loin Clan Deck See description under Emerald Ed. \$25,90 Crane Clan Deck See description under Emerald Ed. \$25,90 Unicorn Clan Deck See description under Emerald Ed. \$25,90 Dragon Clan Deck See description under Emerald Ed. \$25,90 Dragon Clan Deck See description under Emerald Ed. \$25,90 Dragon Clan Deck See description under Emerald Ed. \$25,90 Phoenix Clan Deck See description under Emerald Ed. \$25,90 Phoenix Clan Deck See description under Emerald Ed. \$25,90 Legend of 5 Rings Obsidian Starter Display 720 cards. \$278,40 Legend of 5 Rings Obsidian Booster Packs 15 cards. \$6.25 Legend of 5 Rings Obsidian Booster Display 540cards. \$201.60 There are over 300 different cards in the Obsidian Edition.	When word fragile peace will be nine r cards. Hidden En Hidden En
FIV Legend of the Five Rings: Jade Edition  Basically a revamped Obsidian/Emerald Edition. Has twelve different Starter	Hidden En Hidden En Hidden En
Decks, as below:  Jade Edition Starter Deck  Each deck has 60 cards, a free booster pack, Clan Tokens, & rules. The twelve types of decks are: Phoenix Clan, Unicom Clan (\$20), Lion Clan	The Brothe Hidden En
Jade Edition Starter Deck	Hidden En Mantis (Ky Hidden En Hidden En
FIV Legend of the Five Rings: Pearl Edition Specially designed to be totally balanced for sealed deck play; each deck has 50 fixed cards that show off their clans' strategies and tactics. Each deck	Hidden Er Hidden Er Hidden Er
has 50 fixed cards that show off their clans' strategies and tactics. Each deck has rules, tokens, 81 cards including stronghold with built-in spinner for tracking Family Honor. Most cards are from earlier editions, some have been revamped, and there are some new cards too.  Pearl Edition Starter Decks 60 cards plus rules \$28.95 Pearl Edition Booster Packs 15 cards. \$4.80 Pearl Edition Booster Display 540 cards \$153.60	Hidden En There are Toturi's A
Pearl Edition Starter Decks 60 cards plus rules         \$28.95           Pearl Edition Booster Packs 15 cards         \$4.80           Pearl Edition Booster Display 540 cards         \$153.60	ultimate fa Ninja The are not the Phoenix T
Land Control of the c	Hidden Er Hidden Er
victory after victory. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga. Naga Deck The serpent folk. They have come to Rokugan for a single	Hidden Er There are Emperor.
FIV ShadowLands Five months have passed since the war began, and there is no sign of peace. Armries of glibbering dead men march against the Clans gaining victory after victory. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.  Naga Deck The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire.  \$13.45 Clan Scorpion Deck This Clan is another evil brewing in the Empire.  Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength.  \$19.20	FIV Ho The next in card game
Thought to have been destroyed by the Emperor, Clari Scotholmies, \$19.20 Shadowlands Starter Display 720 cards \$134.40 There are over 150 different cards in Shadowlands. \$17.30 Shadowlands Booster Packs 15 cards. \$17.30 Shadowlands Booster Display 36 packs \$600.00	anymore 60 expansion in the updated Honor Bo
EN/ Fashidden Kanudadaa	There are the will supply a Deck, and
FIV FORDIGUEN KNOWLEGGE Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies.  Forbidden Knowledge Booster Packs 11 cards	Honor Bo Honor Bo FIV An
There are over 150 different cards in Forbidden Knowledge.  FIV Anvil of Despair	180-card ex battle groun One of the b
The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; etc. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.  Anvil of Despair Starter Decks 60 cards + rules	of rare foil- boosters wi Ambition' There are t will supply
Anvil of Despair Starter Decks 60 cards + rules Junzo's Army The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries corrupt the samural	Jigoku, terr among the and he is s
Junzo's Army The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries corrupt the samurai into contorted mockeries of their former selves	must deal v paid. Ambition' Ambition' Ambition'
Ronin. Fils army surn with devotion. \$9.60 Anvil of Despair Starter Display 720 cards. \$163.20 Anvil of Despair Booster Packs 11 cards. \$7.70 Anvil of Despair Booster Display 506 cards. \$316.80 There are over 150 different cards in Anvil of Despair.	FIV Fi
FIV Crimson & Jade	Master of the Great retreats. A
The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army. Two new allies join the frey the Shintao Monks and Yoritomo. There are six decks each of two different Clans	Clans, as Fire & Sh There are out, we w
in each Starter Display, each deck having a random assortment of cards. 150 neards in the set.  Yoritomo's Alliance Deck The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion. His army is motivated	out, we w banner is splintering emerge to Brotherho
by the chance to receive greatness and greed	Fire & Sh Fire & Sh Fire & Sh
Crimson & Jade Booster Packs \$17.30 Crimson & Jade Booster Display 64 packs \$672.00	FIV So 180? card Shadowlan sealed, but
FIV Time of the Void Limited Expansion It is Rokugan's darkest hour. For two years, the War of the Clans has rayaged the Emerald Empire. Descendants of the Empire's greatest heroes	Soul of the There are to will supply and now the
- the Seven Thunders - gather with their armies outside the fortress of utilinate evil, the Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. Our stocks are strictly limited. Pheenix Clan Stronghold Deck One Clan will fall. One by one, each of	claims the the Twilight On one sid Soul of the
Phoenix Clan Stronghold Deck One Clan will fall. One by one each of	Soul of th

ime of the Void Booster Packs 11 cards\$11.05 ime of the Void Booster Display 506 cards\$432.00 here are over 200 different cards in Time of the Void.
liv Scorpion Clan Coup Part I layushi Shoju must lead his Clan against the Emperor himself, or bring com upon the land for a thousand years. 60 new cards. corpion Clan Coup Starter Deck 60 cards + rules
Scorpion Clan Coup Part II Bayushi Shoju has killed the Emperor and taken the throne. There are 60 cards in this set, only available as sloosters.  Scorpion Clan Coup Part II Booster Packs 11 cards
scorpion Clan Coup Part II Booster Display 506 cards\$139.20 scorpion Clan Coup Part III Now the self-proclaimed emperor, assault the limperial Capital, hoping to remove him. scorpion Clan Coup III Starter Deck 60 cards + rules\$3.85 contains the Lion Starter Deck. scorpion Clan Coup III Booster Packs 11 cards\$0.95 scorpion Clan Coup III Booster Packs 11 cards\$28.80 scorpion Clan Coup III Booster Display 6 Str. 24 Bstr\$28.80 scorpion Clan Coup III Booster Display 506 cards\$28.80
The Hidden Emperor  When word arrives from the Imperial Palace that Toturi has vanished, the ragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of The Hidden Emperor, each containing around 60 new ards.  Idden Emperor # 1 Booster Pack 8 cards \$2.90 (Idden Emperor # 1 Booster Display 576 cards \$172.80 (Idden Emperor # 2 Booster Plash) 576 cards \$201.60 (Idden Emperor # 2 Booster Display 576 cards \$201.60 (Idden Emperor # 3 Starter Deck 60 cards + rules \$12.50 (Idden Emperor # 3 Starter Deck 60 cards + rules \$12.50 (Idden Emperor # 3 Booster Plash) 576 cards \$12.50 (Idden Emperor # 3 Booster Plash) 6 Str. 36 Bstr \$12.50 (Idden Emperor # 3 Booster Pack 6 cards \$15.00 (Idden Emperor # 3 Booster Pack 6 cards \$15.00 (Idden Emperor # 3 Booster Pack 6 Cards \$15.00 (Idden Emperor # 5 Combo Display 576 cards \$15.00 (Idden Emperor # 5 Combo Display 6 Str. 36 Bstr \$15.00 (Idden Emperor # 5 Combo Display 6 Str. 36 Bstr \$15.00 (Idden Emperor # 5 Combo Display 6 Str. 36 Bstr \$15.00 (Idden Emperor # 5 Booster Pack 8 cards \$2.90 (Idden Emperor # 5 Booster Pack 8 cards \$2.90 (Idden Emperor # 5 Booster Pack 8 Cards \$14.00 (Idden Emperor # 5 Booster Pack 8 Cards \$1.90 (Idden Emperor # 5 Booster Pack 8 Cards \$1.90 (Idden Emperor # 5 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idden Emperor # 6 Booster Pack 8 Cards \$1.90 (Idd
Hidden Emperor Conclusion Starter Deck 60 cards + rules \$Below There are three different starter decks, being: Toturl's Army With the return of Toturi come dark tidings, and the ultimate fate of the Jade Empire hangs in the balance
FIV Honor Bound The next instalment in the story of the Legend of the Five Rings collectible card game. We are very glad to announce that they will not be doing anymore 60-new-card expansions. This expansion has 180 new cards. This expansion includes the anxiously-awaited return of the Scorpion Clan, plus the updated Crab Dan, and an all-new faction — the ShadowLands. Honor Bound Starter Deck 60 cards + rules
FIV Ambition's Debt 180-card expansion. In an exciting turn of events, Rokugan has become the battle ground for an epic duel to the death between Lord Moon and Hitomi. One of the biggest attractions to the Ambition's Debt expansion is the insertion of rare foil-stamped cards in random booster packs (every seven to nine because will contain a foil card). Also introduces a new way to win the game!  Ambition's Debt Starter Deck 60 cards + rules
paid. Ambition's Debt Starter Display 12 Decks, 720 cards\$168.00

of the Void Booster Backs 11 cards

's Debt Starter Display 12 Decks, 720 cards.....\$108.00 's Debt Booster Pack 11 cards ......\$4.30 's Debt Booster Display 48 packs, 528 cards .....\$187.20

oul of the Empire

FIV Soul of the Empire

1807 card expansion. An army marches on Volturnum, a dark city in the Shadowlands ruined by time. If the army succeeds the gate to Jigoku will be sealed, but if it fails, all of the Empire will be laid to waste.

50ul of the Empire Starter Deck 60 cards + rules.

\$15.35

There are three types. You can specify which you want, but if we run out, we will supply nonther one at random. They are Crane-their civil war is ended, and now they march on the Shadowlands. Toturis Army — the Monkey Clan claims the right to lead the army against Volturnum. Unicom— they gather in the Twillight Mountains, readying their katanas for the last desperate struggle.

50ul of the Empire Starter Display 12 Decks, 720 cards...\$165.80 Soul of the Empire Booster Pack 11 cards....\$4.80 Soul of the Empire Booster Pack 11 cards....\$4.80 Soul of the Empire Booster Pack 11 cards.....\$4.80

FIV Spirit Wars On Sale in November
Updates two of the most popular Clans in the game, Lion and Phoenix, and introducts the Spirits of Rokugan's past. Introduces a new card back, so every Starter Deck has 80 if Free green or black backed card sleeves, so you can still use old and new cards together.

# Trading Card Games - 37

Soul of the Empire Starter Deck 60 cards, rules, 80 sleeves ...\$16.00 Soul of the Empire Starter Deck 60 cards, rules, 80 sleeves ...\$16.00 There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are The Spirit Faction, now the legend of Hantel XVI has come to life and in command of his armies marches the greatest Crab general ever known; Lion, the Akodo must struggle to reclaim all that they have lost, or the Empire could fall with them; Phoenix, the children of the Phoenix have been taken hostage & imprisoned, to force their champing into committies treasure.

their champion into committing treason.

Soul of the Empire Starter Display 12 Decks, 720 cards...\$172.80

Soul of the Empire Booster Pack 11 cards......\$5.50

Soul of the Empire Booster Display 36 packs, 540 cards..\$178.20



Inquest Magazine Issue # 48
Contains the Imperial Favor ontains the Imperial Favor card. Limited stocks. .......

Special Edition Five Rings Score Counters

Special Edition Five Rings Score Counters
These are beautiful 75mm round scoring disks, with 24ct gold detailing. Each contains a Clan disk, plus a lower disk with numbers on it. You also don't need a lower disk for each upper clan disk, if you will only use one at a time. So you can buy additional upper clan disk for less price. (You must buy at least one complete item). The types of disk are:

Complete Disks with Upper and Lower Parts...........\$27.85 ea
You can choose either: Crab, Crane, Scorpion, Unicorn, Mantis, Five Rings, Dragon, Shadowlands, Naga, Lion, Ronin, Phoenix, Brotherhood. (If you buy simply the upper disk of the above, price is \$14.40 ea) Imperial Favor \$12.50 (can't use lower disk)

# Magic: the Gathering

WIZ Magic the Gathering Battle Royale
Rules for multiplayer Magic the Gathering! This boxed set provides
everything you need to learn and play multiplayer Magic games. The seniculdes complete rules for six multiplayer variations, allowing from 3 — 6
players in a game. With 4 prebuilt 40-card decks designed for multiplayer, 36
page full color rule book, 2 reference cards, and a sturdy card box that holds
900 cards or 12 decks...\$38.40

2 x 30 card preconstructed decks, two playmats, play guide, rulebook.
Portal Three Kingdoms 2 Player Deck Display 12 dks. \$148.80
Portal Three Kingdoms Booster Pack 10 cards. \$3.10
Portal Three Kingdoms Booster Display 600 cards. \$168.00

Magic 5<sup>th</sup> Ed Trading Card Game for 2 Players .......\$17.30 A bridge product for someone who wants to move from Portal to the more advanced rules and game play strategies found in Fifth Edition. has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card hopeter pack

WIZ Magic: Classic 6th Edition

WIZ Magic: Classic 6th Edition
This Sixth Edition is specially designed to help Starter and Expert level Magic
players step up to Advanced Level play. Players familiar with Starter Level
products such as Portal, will find new strategies and play options. Can be
played alone or with other expansions. There are around 350 cards.
Magic Classic 6th Ed Double-Starter Pack

\*\*Starter\*\* Starter\*\* Starter\*\* Starter\*\* Starter\*\* Starter\*\* Pack

\*\*Lead to play decks of Classic cards, plus
an easy reference rulebook, & a play guide to teach advanced rules.
Classic 6th Ed Double-Starter Pack Display 12 packs. ...\$166.10
Magic Classic 6th Ed Tournament Pack

\*\*Starter\*\* Starter\*\* S

Magic: The Dark Booster Pack 8 cards ..... Magic: The Dark Booster Pack 8 cards \$686.40

Dur stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.

Magic: Fallen EmpIres Booster Pack 8 cards \$2.40

Fallen Emp Display 480 cards \$129.60

In the southern oceans of Dominia Prime lay a continent of great kingdoms. Hideous new species arose in the forests and seas, forcing the Sarpadians

to fight for their very survival.

Magic: Chronicles Booster Pack 12 cards ...\$5.75
Chronicles Display 540 cards ...\$220.80
This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix. Homelands Booster Pack 8 cards ....\$2.80
Homelands Booster Pack (480 cards) ...\$124.80
Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery.

Magic: Visions Booster Display 540 cards ...\$7.70
Magic: Visions Booster Display 540 cards ...\$240.00
Over 180 new cards that can be played with Magic, Ice Age or Mirage.

Contains more cards featuring flanking and phasing rules.

Magic: Weatherlight Booster pack 15 cards ...\$4.55
Magic: Weatherlight Booster Display 540 cards ...\$144.00
A limited black border expansin with over 160 new cards that can be played with Magic, Ice Age or Mirage.

WIZ Magic: Ice Age
lee Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Uzra and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. Ice Age Starter Deck 60 cards + rules. \$15.35
Starter Display (600 cards) \$138.25
Ice Age Booster Pack 15 cards \$4.55
Booster Display (540 cards) \$144.00
Alliances Booster Pack 12 cards \$6.25
Alliances Display (540 cards) \$220.80

WIZ Magic: Tempest

VVIZ Magic: Iempest
The flying ship Weatherlight has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. An expansion with 300 new cards that can be played with Magic or played by itself.
Tempest Starter Deck 60 cards + rules \$38.40
Tempest Starter Display (720 cards) \$388.65
Tempest Booster Pack (15 cards) \$9.60
Tempest Booster Pack (15 cards) \$9.60
Tempest Booster Display (540 cards) \$311.05

WIZ Magic: Stronghold

Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls comes face to face with Volrath Stronghold Pre-constructed Starter Deck 60 cards + rules \$14.90

Stronghold Pre-constructed Starrer Deck by Cards + rules.\$14.90
There are four types: The Sparkler, Migraine, Call of the Kor, and The Spikes.
Each has 3 rare, 9 uncommon & 48 command & land. Each Stronghold Pre-constructed deck is built for maximise the strength of Stronghold cards.
Stronghold Starter Display (720 cards). \$148.80
Stronghold Booster Pack (15 cards). \$4.30
Stronghold Booster Display (540 cards). \$139.20

WIZ Magic: Exodus

As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the Weatherlight are forced to battle the deadly flagship of the evincar's army, the Predator. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap...

Exodus Preconstructed Starter Deck 60 cards + rules .....\$14.40
Exodus Starter Display (720 cards) .....\$14.40
Exodus Booster Pack (15 cards) .....\$11.00
Exodus Booster Display (540 cards) .....\$350.00

Magic: Urza's Saga

WIZ Magic: Urza's Saga Ushers in a new chapter in the epic Magic story. From the fires of Shiv to the darkness of Phyrexia, Urza seeks one thing: revenge. The power of the planes comes to your game with cycling, echo and other new concepts. Call Urza's Saga Preconstructed Starter Decks 60 cards + rules. \$14.40 There are four types: The Plague (a black and white deck that uses the power of pestilence), Special Delivery (with new echo creatures, you get your red and green nastles on the table faster than every, Sleeper (a white creature deck that awakens) and Tombstone (a black and blue deck with reanimation cards and cycling cards for options). You may choose which deck you want, but if we run out of that one, we will supply another at

random.

Urza's Saga Preconstructed Starter Display 12 decks ....\$163.20

Urza's Saga Random Starter Deck 75 cards + rules ........\$14.40

Urza's Saga Random Starter Display (900 cards) .....\$153.60

Urza's Saga Booster Pack (15 cards) .....\$4.30

Urza's Saga Booster Display (540 cards) ....\$139.20

WIZ Magic: Urza's Legacy
In this follow-up to the Urza's Saga set, the obsessed planeswalker continues his quest across Dominaria for artifacts capable of holding off the Phyrexian

his quest across Dominaria for artifacts capable of holding off the Phyrexian invasion. The Yavimaya forest reluctantly provides the seed to grow a flying ship which, along with the artifacts, are to become Uzra's Legacy. Uzra's Legacy Preconstruct Starter Decks 60 cards, rules. \$14.40 There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are: Radiant's Revenge The new ruler of Serra's realm, an archangel helibent on revenge. Explodes with card-drawing and control cards. Crusher Hulking worms, treekfolk and other large obstacles try to stop Uzza from completing Weatherlight. Hurts your opponents. Phyrexian Assault An unending barrage of creatures and creature removal cards that can break down the most formidable defense. Time Drain Uzra's allies. Use legions of free creatures to crush your opponents before they have a chance to prepare for battle. Uzra's Legacy Preconstructed Deck Display (12 decks)...\$15.50 Urza's Legacy Booster Pack (15 cards)...........\$450.00

WIZ Magic: Urza's Destiny
As the Phyrexian invasion draws near, Urza constructs the Legacy, but he needs a sentient, organic component to guide the weapon. And against the protests of his inner circle, he delves into areas best left unexplored, even by planeswalkers. Urza's Destiny Preconstruct Starter Decks 60 cards, rules.\$14.40
There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are:

Battle Surge Uses blue stalling tactics to hold off opponents, while a host of red creatures mount a decisive attack.

Enchanter Employs a variety of blue creatures who get even more powerful when enchantments are played.

Assassin Sends in a swarm of small, black creatures backed up with creature destruction and discard effects.

destruction and discard effects. Fiendish Nature Uses fast mana sources to power up a horde of big, green

Urza's Destiny Preconstructed Deck Display (12 decks)..\$155.50

Urza's Destiny Booster Pack (15 cards)...... Urza's Destiny Booster Display (540 cards) ......

WIZ Magic: Mercadian Masques

WIZ Magic: Nemesis

VVIZ Magic: Nemesis
Introduces three new card mechanics and focuses on Crovax, the newest
villain in the storyline. 143 new cards.

Nemesis Theme Deck 60 cards + rules.

Nemesis Theme Deck 60 cards + rules.

S14.40

There are 4 preconstructed Theme Decks in this display. If we don't have the
one you want in our opened display, another will be provided at random:
Replicator — opponents will have trouble dealing with your duplicating
creatures. Breakdown — gargantuan creatures can be played early, but with
a slight catch: they decay quickly. So act fast. Mercenaries — use the
recruting ability of an infantry of ville fiends to spawn other monstrosities until
victory is secured. Eruption — anything that the death-dealing creatures in
this deck don't destroy is fodder for the laccolith & other brutes here.

Nemesis Theme Deck Display (720 cards) ...\$155.50

Nemesis Booster Pack (15 cards) ...\$4.30

Nemesis Booster Pack (15 cards) ...\$4.30

Nemesis Booster Pack (15 cards) ...\$4.30

WIZ Magic: Prophecy
A new type of spellcasting has been developed, rhystic magic. This is easier to wield but also easier to disrupt, and artifacts and creatures brought into power by rhystic magic are more fragile. Into this discovery comes the warriors of Keld, lead by the brutal overseer, Latulla, bent on conquering all

 field and fly on to victory.
 \$172.80

 Invasion Theme Deck Display (720 cards).
 \$172.80

 Invasion Tournament Pack 75 random cards & rules insert.
 \$16.00

 Invasion Tournament Pack Display (900 cards).
 \$172.80

 Invasion Booster Pack (15 cards).
 \$4.75

 Invasion Booster Pack (15 cards).
 \$153.90

 \$153.90
 \$153.90



Magic the Gathering ANTHOLOGIES

WIZ 1998 World Championship Decks
Limited Edition. Contains 12 preconstructed decks, of four types, of four of the 1998 Magic World Championship finalists. You may specific which deck you want to order, but if we run out of that one, we will supply another at random. The decks have no rules, & are:

Brian Selden — World Champion This deck conquered the field by using Survival of the Fittest to put creatures into the graveyard and Recurring Nightmare to bring them back into play. The deck employs over 20 creatures and dips into blue for Lobotomy. \$21.10

Ben Rubin — Finalist This archetypal red weenle deck consists of roughly equal parts direct damage, aggressive creatures & land. ............\$13.45

Brian Hacker — Quarterfinalist This white weenle deck rolled over competitors with more than twenty aggressive creatures. This horde relies on

# rd Games

38 - Trading	g Cai
creatures with shadow and the en-Kor to overwhelm the threat of Cataclysm	\$13.45 k is pure control, with nes to dig them out. Rainbow Efreet, but \$13.45 cks. \$165.10 c Video Contains at a free video with 60 ween the top eight dee must be able to
WIZ 1999 World Championship Decks Limited Edition. Contains 12 preconstructed decks, of fi 1999 Magic World Championship finalists. You may spe want to order, but if we run out of that one, we will suppl The decks have no rules, & are: Kal Budde — World Champion 5 per display. T employed more than 30 artifacts to generate huge an creatures became a threat to any opponent, plus Wildfi Mark Le Pine — Finalist 3 per display. This Sped F pressure early with 11 fast creatures before shifting mode, & then the Cursed Scroll & Hammer of Bog. Matt Linde — Semiffinalist 2 per disp. Speedy mono low-cost creatures. Also 4 Rancors & 4 Giant Growths. Jakub Slemr — Quarterfinalist 2 per disp. Mono-ble the board with Cursed Scrolls, Powder Kegs, & Phyrexi discard effects Ravenous Rats, Duress, Stupor.  1999 World Championship Deck Display 12 Decks  Magic Accessories	selfic which deck you yanother at random. whis red-artifact deck nounts of mana. Big re
WIZ Magic Card Storage Boxes.  Five styles of full color Magic card boxes, each able cards. The six types are red, green, white, blue, black. color, we will substitute at random.  KBG Magic the Gathering Play Mat	to hold 1,200 Magic If we run out of that\$28.80 that will protect your\$27.50 ull color, showing the s, Ice Age, Alliances,
etc. PEN Magic: Official Encyclopedia Vol 2 144 full color pages, with over 1,300 cards featured in f cards from Mirage, Visions, Fifth Edition, Weatherlight, PEN Magic: Official Encyclopedia Vol 3 128 full color pages, with over 900 cards featured in ft cards from Tempest, Stronghold and Exodus. Also V Second Age cards and details of the Magic 1996 Pro World Championship decks. PEN Magic: Advanced Strategy Guide For players who have a good strategy and knowledge an advanced training manual. Essential info on all of the developing the art of deck design, how to combat class and getting the most from your cards.	vanguard and Portal Tour decks and 1997 \$27.50  of Magic rules, this is e game's issues, from it tournament decks.
and getting the most from your cards.  WIZ The Art of Magic the Gathering Rath A full color, glossy art book of the art from The Rat Weatherlight, Tempest, Stronghold and Exodus. Includ well as working sketches.  WIZ Official Urza's Destiny Game Guide.  With fiction, full description and color picture of every tips on how to use each card and planning strategies.	\$24.20
Magic Novels WIZ Rath & Storm An anthology of stories. WIZ The Gathering Dark lee Age Cycle Book ruins. Nations have fallen, goblins raid the land WIZ Eternal Ice Ice Age Cycle Book II. Ice has Now Lim Dul, with a taste for power, seeks to awe WIZ Brother's War Artifacts Cycle Book I.T. Urza and Mishra over Terisiare continent WIZ Planeswalker Artifacts Cycle Book IV. The Jeaneswalker after the death of his brother by oth WIZ Bloodlines Artifacts Cycle Book IV. The d sends out an edict kill Urza Planeswalker. WIZ Prophecy Masquerade Cycle Book II. Janded in the north. The Jamuraan League of C together a ragtag defense and listed the help of Teferi. WIZ Invasion Invasion Cycle Book I. Dominari, its greatest enemy, planned for eons. Only the W crew can save against the Phyrexian horde	\$12.10 he conflict between \$13.00 Urza becomes a per forces\$12.10 lark lord Yawgmoth \$12.10 The Keldons have bity States has put of the planeswalker
Middle Earth: the W	/izards
ICE Middle Earth: The Wizards In this card game, based on Tolkien's famous novels, y wizards sent to oppose Sauron. There are 480 + ce Edition 2 <sup>nd</sup> printing, and features artwork from dozens Anous McBride.	ou play one of the five ards in this unlimited of painters, including
Middle Earth Starter Display 760 cards	\$38.40 s \$99.00 bought to Middle Earth This expansion brings ou and beckon you to work. s Special .\$76.80 tongue; Under-deeps
such as the awful Under-gates of Moria, etc. 180 new	cards.

trainers using the special attacks you've seen in the popular TV show.  Pokemon Starter Deck 61 cards, rules, counters	
Pokemon Jungle Theme Deck	
Primas Official Strategy Gulde to Pokemon Trading Card Game Full color book with complete stats on all Pokemon cards from Alakazam to Zapdos, tips on building winning decks, etc	
Rage	

# Rage Across Las Vegas

FIV Rage Across Las Vegas

Rage is the fast paced fighting game of werewolf combat based on White Wolf's acclaimed World of Darkness Werewolf roleplaying game. Players
form packs of werewolves and attempt to defeat the other players. There are 9 60-card releases.
Rage Phase # 1 Starter Deck 60 cards + rules\$9.60
2 different Preconstructed Starter Decks. Get of Fenris and Wendigo.  Rage Phase # 1 Booster Pack 8 cards\$1.90
Rage Phase # 1 Combo Display 6 decks, 24 packs\$86.40
Rage Phase # 3 Starter Deck 60 cards + rules\$9.60 2 different Precon. Starter Decks: Silent Striders and Shadow Lords.
Rage Phase # 3 Booster Pack 8 cards\$1.90 Rage Phase # 3 Combo Display 6 decks, 24 packs\$86.40
Rage Phase # 4 Starter Deck 60 cards + rules\$9.60
2 different Preconstructed Starter Decks: Galliard and Philodox.  Rage Phase # 4 Booster Pack 8 cards\$1.90
Rage Phase # 4 Combo Display 6 decks, 24 packs\$86.40

### Raw Deal

CI Raw Deal CCG	
A World Wrestling Federation CCG. Players just like a WWF	match, with the
final outcome up to you. Includes all-foil superstar card ar	nd foil superstar
move cards.	
Raw Deal Starter Deck 61 cards + rules	\$20.00
Raw Deal Starter Deck Display 12 decks	\$216.00
Raw Deal Booster Pack	\$5.95
Raw Deal Booster Pack Display 36 packs	\$192.00
The state of the control of the state of the	

### Sailor Moon

Dart Sailor Moon Collectible Card Game	
Based on the hit anime series. Easy to learn, fun to play, with man	y cards to
collect and trade. You play a Scout and will race against your frie	nds to be
the first to defeat the evil beings of the Negaverse.	
Sailor Moon Character Deck 60 cards, rules, 12 beads	\$19.00
There are six different character decks. If we don't have the one you	ou want in
the open display, we will supply another at random: Sailor Mo	on, Sailor
Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus and Tuxedo Mas	sk.
	\$102.60
Sailor Moon 2 Player Deck 60 cards, rules, 12 beads	\$19.00
Each deck also has two exclusive cards, Nephlite and Malachite.	
Sailor Moon 2 Player Deck Deck Display 6 Decks	\$102.60
Sailor Moon Booster Pack 11 cards	\$5.50
Sailor Moon Booster Pack Display 36 packs	\$178.20



# Star Trek Next Generation

DEC Star Trek Next Generation

The game features fast action based on the action in the series. Game play is refreshingly different and unique. You can be Federation, Romulan, or Klingon. Your deck will include mission cards; dilemma and interrupt cards; artifact cards; outpost cards; ship cards; personnel cards, crews with which

to form Away Teams; etc. Star Trek Premiere Starter Deck II 68 cards + rules 

Next Gen First Contact movie. Includes new rules, one sheet per display.

First Contact Enhanced Pack. \$24.00

Has 4 First Contact Boosters and 3 new, fixed black border cards. There are 12 new cards in total, and the package tells you which 3 of the 12 cards are in it. Most new cards enhance the Borg, 2 the Fed. New cards include Gowron, Goldukat, Tomolok and Barell as Borg, and Borg overlay cards, which can turn anyone into a borg. Amusing!

First Contact Enhanced Display 12 Enhanced Packs ......\$244.80

Deep Space 9 Starter Deck 60 cards & rules. \$13.90
Deep Space 9 Starter Display 720 cards. \$144.00
Deep Space 9 Booster Pack 9 cards. \$3.60
Deep Space 9 Booster Pack 9 cards. \$3.50
Introduces the Deep Space 9 Space Station, its captain and crew, new
affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 260
new cards. Can by played with Star Trek or by itself.
Star Trek: The Dominion Booster Pack 9 cards. \$4.30
Star Trek: The Dominion Booster Display 270 cards. \$115.20

Star Trek: The Dominion Booster Pack 9 cards. \$4.30
Star Trek: The Dominion Booster Display 270 cards. \$115.20
130 new cards. The Dominion affiliation, Weyoun, the Jem'Hadar, the USS
Defiant, Gamma Quadrant missions, the Founders as themselves or infiltrators, gamisons, planetary subjucation, Also new rules specially for the Jem'Hadar, the Founders, etc.

\$4.80
Blaze of Glory Booster Pack 9 cards. \$4.80
Blaze of Glory Booster Pack Display 30 packs. \$134.40
130 new cards. A new battle side deck, two dozen Klingons and Romulans, collectable diffraction foil cards, powerful new starships, new ways to take and exploit captives, an arsenal of hand weapons.

Rules of Acquisition Booster Pack 9 cards. \$3.60
Rules of Acquisition Booster Pack Display 30 packs. \$95.05
130 new cards. The Ferengi affiliation, Rules of Acquisition cards, arms dealers, commercial exploitation, vacuum-desiccated Ferengi remains, treachery, greed, bribery, extortion.

Trouble with Tribbles Starter Deck 60 cards + rules. \$17.25
Trouble with Tribbles Starter Deck Display 12 decks. \$186.30
A whole new expansion based on the Deep Space 9 episode in which the DS9 crew went back in time to save the original Enterprise, whilst it was undergoing an invasion of lovable tribbles! There are two starter decks:

Klingon with Capitain Koloth, and Federation, with Lt. Sisko.

Trouble with Tribbles Booster Pack 11 cards. \$5.50
Trouble with Tribbles Booster Pack Display 30 packs. \$148.50



Star Trek Next Gen. Card Game Factory Set ..........\$144.00
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. Cards are printed with a distinctive silver border.

Star Trek Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1 unique 20 cade pack, limited detition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon and Romulan. You cannot specify which you want.

you want. Star Trek Official Tournament Sealed Deck......\$28.80 Star Trek Official Tournament Sealed Deck Case (12).....\$297.60

# Star Wars Episode I

DEC Star Wars Episode I Introductory Game 

DEC Star Wars Young Jedi Menace of Darth Maul
Not compatible with the original Star Wars CCG, this all new game presents
the characters, starships, locations and these from the new Star Wars movie.
This first release focuses on the actions taking place on one of the planets
featured in the movie. 140 limited edition cards are in this release. Please
note that the rules and gameplay are very simple, much like Magic:TG Portal. Has foil cards randomly inserted.

## Pokemon

ICE Middle Earth: The Balrog
Limited Expansion. At last, a refreshingly different presentation of CCG cards
- this expansion is sold in two boxes. Each box contains 132 fixed cards,
including 52 new Balrog cards, and 80 previously released cards that the
Balrog can use in his army. So if you buy both boxes, you automatically
receive all 104 new cards!
ME: The Balrog 'The Shadow Deeps' Box 132 cards ........\$43.20
The Balrog infiltrates the Underdeeps beneath Moria. Here, he hopes the
ancient fires will instill him and his minions with new strength.
ME: The Balrog 'Balrog's Host' Box 132 cards .........\$43.20
The Balrog gathers the orcs and trolls of the Misty Mountains into a massive
army, and is ready to fight wizard or ringwraith.
The Balrog Display 3 each of the above two boxes........\$230.05

Pokemon

Australia. Based on the cartoon series inspired by the Game Boy game. You can now collect and train your favorite Pokemon to challenge rival Pokemon

# Trading Card Games - 39

SWYJ Menace of Darth Maul Starter Deck 60 cards + rules\$15 Has two 30 card playable decks, one Light Side, one Dark Side. SWYJ Menace of Darth Maul Starter Display (720 cards), \$163 SWYJ Menace of Darth Maul Booster Pack 11 cards
SWYJ Darth Maul Enhanced Packs
DEC Star Wars Young Jedi The Jedi Council 140 new cards. Two major changes - Coruscant characters and the add of six new location cards. Starter decks are fixed and contain 10 cards
ratio of 1:99 cards.  SWYJ The Jedi Council Starter Deck 60 cards + rules\$15  SWYJ The Jedi Council Starter Deck Display (720 cards) \$16  SWYJ The Jedi Council Booster Pack 11 cards\$4  SWYJ The Jedi Council Pack Display 30 Booster Packs\$117
DEC Star Wars Young Jedi Battle of Naboo 140 new cards. 18 different foil cards appear only in the booster packs ratio of 1:99 cards. Focuses on the Battle of Naboo between the Gun Warriors and Droids of the Trade Federation. SWYJ Battle of Naboo Starter Deck 2 x 30 cards + rules\$16 SWYJ Battle of Naboo Starter Deck Display (720 cards)\$17 SWYJ Battle of Naboo Booster Pack 11 cards
DEC Young Jedi Collector's Box Contains 12 booster packs of 11 cards each, (same as above), a sturdy oholding box with a picture of Darth Maul on it, & card list
Star Wars
DEC Star Wars Premiere Introductory 2 Player Game The Star Wars universe comes alive as the Rebel Aliliance battles against unrelenting power of the Galatic Empire. Choose to play the Rebel slid the Imperial side. This game equips you with two ready to play 60 card st decks, a full color 20 page rulebook, and six unique cards only found in set, including Luke and Darth Vader. \$38
DEC Star Wars Unlimited Edition The Rebel Alliance battles against the unrelenting power of the Empire of player controls the Rebel Alliance and the good side of the Force, the oplayer controls the Rebel Alliance and the good side of the Force, the oplays the Empire and the Dark Side of the Force. Each Starter Deck control of Star Wars Starter Dack 60 cards from both sides of the Force cards. Boo packs have a random mix of cards from both sides of the Force.  Star Wars Starter Dack 60 cards * rules.  \$13 Starter Dack Display (720 cards) \$134 Star Wars Limited Starter Dack 60 cards * rules.  \$17 Star Wars Limited Starter Dack 60 cards * rules.  \$18 Booster Pack 15 cards \$4 Booster Pack 15 cards \$4 Booster Pack Display (540 cards).  \$134 Star Wars Limited Booster Pack (15 cards).  \$7 Star Wars Limited Booster Pack (15 cards).  \$248 New Hope Limited Booster Display (540 cards).  \$172 Cards taken from the movie Star Wars only, focusing on the Rebels atten destroy the Deathstar, and Darth Vader's attempts to stop them destroying their hidden base.  New Hope Revised Edition unlimited Booster Pack 9 cards \$3 New Hope Revised Edition unlimited Booster Pack 9.  \$154 Hoth Limited Booster Pack 15 cards  \$55 Hoth Limited Booster Pack 9 cards  \$55 Hoth Limited Booster Pack 9 cards  \$55 Hoth Limited Booster Pack 9 cards  \$55 Hoth Unlimited Booster Display (540).  \$182 Hoth Unlimited Booster Display (540).  \$182 Hoth Unlimited Booster Display (540).  \$183 Hoth Unlimited Booster Display (540).  \$184 Hoth Limited Booster Pack 9 cards  \$55 Hoth Limited Booster Display (540).  \$185 Hoth Unlimited Booster Display (540).  \$185 Hoth Unlimited Booster Display (540).  \$186 Hoth Limited Booster Pack 9 cards  \$25 Hoth Unlimited Booster Display (540).  \$186 Hoth Limited Booster Pack 9 cards  \$25 Hoth Unlimited Booster Display (540).  \$186 Hoth Limited Booster Display (540).  \$186 Hoth Limited Booster Pack 9 cards  \$25 Hoth Unlimited Booster Display (540).  \$186 Hoth Limited Booster Pack 9 cards  \$25 Hoth Unlimited Booster Display (540).
Dagobah Limited Booster Pack 9 cards\$5. Dagobah Limited Booster Display 540 cards\$312. Yoda makes an appearance. Also included are Jedi Training, new weapor asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunt Features 180 new limited edition cards. Dagobah Unlimited Booster Pack 9 cards\$3. Dagobah Unlimited Booster Display 540 cards\$95.
Dagobah Unilmited Booster Pack 9 Cardos
Jabba's Palace Booster Pack 9 cards

Jabba the Hutt has captured Han Solo, and the Rebels must rescue him. But first they must use disguise to get past Jabba's henchmen, bounty hunters,

first they must use disguise to get past Jabba's henchmen, bounty hunters, and pets. 108 new cards.

Jabba's Palace Enhanced 3 ltd cards + 36 cards in 4 packs \$22.10 Each pack has three Limited Edition Premium Cards and 4 9-card booster packs. The packs are: Mara lade the Emperor's Hand \$30.00, Master Luke, See Threepio (includes Mara's lightsabre), Boushh.

Jabba's Palace Enhanced Display 12 Enhanced Packs....\$240.00 Endor Booster Pack 9 cards.....\$5.75 Endor Booster Pack 9 cards.....\$155.50 Contains 180 new cards. Tied closely to Endor and the force. Also Scout Walkers, Bisker Scouts, and Rebel Strike Team., and foil cards randomly inserted in one in nine booster packs.

supply the other. Large format rules version 2.0.

Starter Deck Display (720 cards)

Star Wars Special Ed Booster Packs 9 cards.

\$4.30

Star Wars Special Ed Booster Display 30 packs cards....\$115.20

Star Wars Special Edition

Star Wars Enhanced Premiere Pack..

.35 3.20 1.55 1.10 lition s not at a A brand new limited edition black border release, focusing on the battle for the second Death Star built by the Empire. This Death Star II has its own sites, its own superlaser, and enhancement cards.

Death Star II Starter Deck 60 cards & rules.... .35 .20 .55 Death Star II Starter Deck 60 cards & rules ... \$18.00
There are two preconstructed decks: Light Side, with exclusive Admiral
Ackbar card,; and Dark Side, with exclusive Admiral Piett card.
Death Star II Starter Deck Display 12 decks ... \$194.40
Death Star II Booster Pack 11 card packs ... \$5.50
Death Star II Booster Pack Display 36 packs ... \$178.20 at a Prior to the complete Law 16. 3.30 2.80 3.80 3.60 .50 the le or arter this 3.40 One other tains oster 3.90 4.00 7.30 5.25 1.30 1.40 7.70 3.65 i.75 1.80 mpts Star Wars Official Tournament Sealed Decks .60 .75 .40 .60 Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards, Inside the sealed external wrapper, each box has one of six random different cover designs. You cannot specify which you the .75 .00 ons, .60 oster lo in Z-95 lave and the

**Tomb Raider** PRE TOMB RAIDER CCG PRE TOMB RAIDER CCG
Based on the computer game, captures the heart and soul of Tomb Raider.
Movel Fight Thinkl and Search! Be the first to find the hidden treasure.
Legendary quests, fabulous items, and draing raiders all combine with game play features like upgrades, save points, and escalating difficulty.
Tomb Raider 2 Player Quest Deck Set Has two quest decks with 50 cards each and two booster packs. Decks are Tombs and Caves...\$35.50
Tomb Raider Starter Deck 50 cards, rules, dice, piece, bstr pack\$16.30
There are 2 starter deck types: Trapped in the Tombs, where Lara uses her wits to search for ways to circumvent the tomb's ancient traps; and Into the Caves, where Lara needs frequent use of her gun to kill sinister monsters.
Tomb Raider Starter Deck Display 10 Starter Decks...\$146.90
Tomb Raider Booster Pack 8 cards.....\$3.35
Tomb Raider Booster Pack 10splay 48 packs....\$145.90

Tomb Raider Slippery When Wet Expansion
Tomb Raider SWW Pacific Peril Quest Deck Lara Croft Scuba Diver
braves the caverns and sharks of the ocean floor in search of the Pearl of the
Pacific Rules, dice, game piece, 50 cards, booster pack of 8 cards...\$19.20
Slippery When Wet Booster Pack 8 cards...\$3.85
Tomb Raider Booster Pack Display 48 packs

Jyhad & Vampire

WIZ JYHAD TRADING CARD GAME WILZ JTHAD TRADING CARD GAME
This game by Wizards of the Coast, is a collectible card game set in White
Wolf's dark Vampire: the Masquerade world. These cards are fully
compatible with the new Vampire: the Eternal Struggle CCG. There are over
400 cards in the set Limited stocks, so be quick.

Jyhad Starter Display 10 decks, 760 cards \$48.00

Jyhad Booster Display 36 packs, 684 cards \$48.00

WIZ Vampire: The Eternal Struggle
Wizards of the Coast have released 2nd Edition Jyhad, which they have
called Vampire: The Eternal Struggle. The cards are compatible with Jyhad,
and both sets of cards can be used in tournament play. The rules in this new
version are reformatted and easier to understand. Vanant rules increase the
speed of play. Only some of the artwork and cards are new. There are over
300 cards

300 cards. Vampire: TES Starter Deck 76 cards + rules \$17.30 Starter Display (760 cards) \$144.00 Dark Sovereigns Booster Pack (15 cards) \$3.85 Dark Sovereigns Booster Disp (540 cards) \$134.40 Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the

WW Vampire: TS Sabbat War Due Nov
You are an elder vampire, manipulating pawns to destroy your enemies in
the age-old jyhad. This is a revised version of the previous Sabbat. Features
a revised rulebook, previously hard to find cards, and new cards that tie the

set into the Clan Novels storyline.

Sabbat War Starter Deck 90 cards + rules There are four preconstructed decks. You can state which one you pre 

### Warlords

Warlords

ICE Warlords

A simple, fast, fun, multiplayer (2 — 8 players) fantasy game, based on the popular computer game. For the new special price, it's great value. You assemble your heroic followers, gather your armies, and build citadels. Venturing out to explore, find treasure, or wage war, you avoid or crush cruel beasts and outmaneuver your foes' warriors and armies. Using strength and guile, you try to be the first to rise as the supreme warlord. 251 cards in the set. Limited stocks, now sold out in the USA.

Warlords Combo Display 8 Starter Decks, 16 Boosters.......\$25.00
Each Display has eight different starter decks, each being a different 'faction', and 16 Randomised 12-card booster packs, but without rare or uncommon distinctions. Therefore, it is easy to collect an entire faction.

uncommon distinctions. Therefore, it is easy to collect an entire faction

# Wheel of Time

\$96.00



Dark Prophecies Booster Pack 9 cards. \$4.30 Dark Prophecies Booster Pack Display 24 Booster Packs. \$93.30 150 new cards. The Dark One issues prophecies of doom to twist the pattern to dark design. But the Dragon Reborn rallies the forces of light.

X-FILES
USP X-FILES Trading Card Game
Features photos taken directly from the award-winning TV show featuring agents Fox Mulder and Dana Scully. Your resources are a team of FBI Special Agents, investigative equipment, witnesses, etc. The challenge is to overcome conspiracies and government cover ups as well as paranormal phenomena and superpartial activities.

phenomena and supernatural activities.
X-FILES Starter Display 720 cards
X-FILES Booster Display 720 cards

# **Trading Cards Accessories**

CRF81169 Mirage Collector's Album .......Special \$6.70 A stunning collectible card game 3-ring Collector's Album, designed for Magic: Mirage, but usuable with any cards, of course!

CRFRPJ-N8-2U Card Album... High quality card album that fits the Superpro Sheet Card Holders.

CRF 9 Pocket Sheet Card Holders (1) ......\$0.50
Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards.
The plastic is totally transparent, and protects the cards from any scuffing.

CRF Ultra Pro Floppy Card Sleeves (100)......\$3.10
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format. By Ultra Pro.

MIS El-Cheapo Floppy Card Sleeves (100) ... 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format. These el-cheapo sleeves are slightly bigger than Ultra Pro ones.

CRF81148 Ultimate Collection 250 Card Plastic Box .\$4.30 At last — back into stock! Made of durable, rigid plastic, this box fits 250 trading cards.

# Computer Games

# **Color Code**

- New Item Now Available and in Stock
- New Item Not Yet Released

# Pre World War II

1602 A.D.

An empire building real-time strategy game. Begin with a simple settlement of farms and fishing villages. Establish industries, develop an economy and grow your grow your property of the property

AGE OF EMPIRES

A Red-Alert style game with a difference - this one is set in the historical ancient world! Command one of twelve mighty ancient civilizations, such as the Egyptians. Greeks, Assyrians, Japanese or Babylonians. Each civilization has unique attributes can have random maps, has a built in scenario editor, lay in real time, you can build infantry, warships, chariots, war elephants, archers, etc. IBM Requires: CD-ROM. Pentlum 90, hard disk, 16megRAM, SVGA.

Age of Empires Gold Edition Includes Age of Empires plus the Rise of Rome expansion.

\$76.70

expansion.
Prima's Unauthorised Guide to Age of Empires

AGE OF EMPIRES II Age of Kings Microsoft
You have 1,000 years to lead your people through the Dark Ages and Middle Ages.
Choose the path to greatness, will it be an economic path created out of
craftmanship, trade or technology? Or a military route. Includes the Franks, Samurai,
Vikings, Mongols, Celts, Byzantines, and others. Historically based campaigns
include heroes such as Joan of Arc, William Wallace, Genghis Khan, etc. With a
random map generator there are no limits to gameplay. Also has a Map Editor, and
supports multiplayer. IBM Requires: Pen 166, Windows 95, 32mBRAM, 800 x 600
SVGA, 4spDC-ROM.

4spCD-ROM.
 IBM - \$98.60
 a's Unauthorised Guide to Age of Empires II Age of Kings \$27.40
 Conquerors Expansion Four new campaigns include Attlia the Hun. Expansion



The Conquerors

AIDE DE CAMP #2
Any and all hex-based vargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. IBM Requires: SVGA, CD-ROM, hard disk, 486+.

BATTLEGROUND: ANTIETAM.

September 17. 1862. Sharpsburg. A spectacularly rendered 3-D panoramic battlefield highlights his struggle, the bloodiest single day in American history. Provides manynistory and what if scenarios detailing the momentous struggle along the bank historical and "what if scenarios detailing the momentous struggle along the bank of Antietam Creek. Lavish attention to detail. IBM Requires: 486/33, Win 3.1+. Cd ROM, 8mbRAM, hard disk.

\$43.80

BATTLEGROUND: Napoleon in Russia: Borodino
Talon
The sixth Battleground title. After a series of indecisive battles and steady retreating
in front of the advancing French, the Russian Tsar Alexander's army, poised on the
outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle.
BMR Requires: Win 3.1+, 466+, 2spC3-PAM, hard disk, @mbRAM.
332.85

BATTLEGROUND: BULL RUN
TalonSoft
The seventh Battleground game. Includes two complete battles. First Battle of Bullut
Run in July 218 1861, which found J.E. Johnston's outnumbered Rebels fighting as a
desperate delaying action versus the powerful Union army of Irvin McDowell. And the
Second Battle of Bull Run in August 28-30, 1862. IBM Requires: 486/33+, Win 3.1+,
hard disk, 2spCD-ROM, 8mbRAM.
\$32.85

BATTLEGROUND: CHICKAMAUGA

TalonSoft
The ninth game in the series, this one featuring an all new 32-bit game engine. This
game deals with the epic "western threatre" Civil War battles at Murfreesboro in late
December 1862 through early January 1863 and Chickamauga in September 1863,
During both of these bloody battles, the Union's Army of Cumberland was
commanded by Major General William Rosecrars. He won the first battle, but lost the
second. With a scenario editor, variable command control, historically accurate battle
maps. IBM Reguires: Windows '35, Pen 75, AspCD-ROM, 16mBRAM, 16MG, 18M, 1843.80

BATTLEGROUND: GETTYSBURG

TalonSoft
The second game in the seriers. Scenarios include the entire three-day campaign, play individual engagements like Culp's Hill, Wheatfield to Little Round Top, Picket's Charge, and more Sumningly detailed battlefield, can play solitaire, head-to-head, null modem, or by e-mail. BMR Requires: 46EDX33, 8mRAM, CD. IBM -349.30

BATTLEGROUND: SHILOH

TalonSoft

4<sup>th</sup> In the series which spectacularly recreates the battlefield of this momentous and
bloody struggle, which saw the beginning of the end for the Confederate States of
America. IBM Requires: '486/33, Wind, CD-ROM.

IBM - \$32.85

BATTLEGROUND: Prelude to Waterloo
Battleground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian amies defeat L'Empeurer and prevent his advance to Waterloo effectively ending his tyranny of Europe. Features several What if severarios. IBM Requires: Win 3.1+, 486/33+, 8mbRAM. hard disk, SVGA, 2spCD-ROM.

BATTLEGROUND: WATERLOO
The third game in the series which spectacularly recreates the battlefield of this momentous and bloody struggle. You play as either Napoleon or the Allies, being Wellington and Blucher. IBM Réquires: 486/33, Wind, CD-ROM. IBM - \$49.30

CAESAR II
As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. IBM Reguires 486/66, 8mbRAM, SVGA, Win 95, 2spCD-ROM

CAESAR III

As a provincial governor charged with spreading the glory of Rome, your mission is clear: build cities, foster trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and repel the Carthaginians. You may even be crowned as Caesar, Build, rule and defend on the one screen, no more switching between city, province and battle screens. Use the city construction kit to build the perfect city. IBM Requires: Pen 90, 16mbRAM, Windows '95, 4spCD-ROM, hard disk, SYGA.

CIVILIZATION

Microprose
The classic game of leading your ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. BM requires: 486/25. CD-ROM, 4magRAM.

Civilization Strategies & Secrets Hint Book.

\$32.85

CIVILIZATION II

This game of building a civilization and guiding it through 6,000 years of history bush been rewritten as a second edition. Features stunning new 30 graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers, there are more technologies to develop, diplomacy is expanded and improved; there is a new map editor, full motion wides or Wivordess of the World, and MARCHAR SEGA. COPROM, mouse, hard click. PSX 386.60

[CIVIIIZATION II Complete Guide to Scenario Building A huge book plus CD-ROM to help voju design & build yoru own scenarios.

[CIVIIIZATION II Test of Time Actually three games in one. Contains the extended original game of Civilization II, starting in 4020 BC and continuing on until the colonization of a system. Also The World of Midgard, which is a fantasy game based on mythical characters such as elves, and allows you to play on four vast, linked maps, being Terran, Under Water, Under Ground, Sky, and The Universe of Lalande 21,185 AD. Asci-fi game set in the future, including four linked maps, Terran, the Moon Planet, Space Platform. IBM Requires: Pen166, 16mbRAM, AspCD-ROM, 2mbSVGA, Windows 95.

CIVILIZATION III Call to Power

Activision
Build an empire to span history from primitive beginnings into the future of 3000 AD
Lead a tum-based conquest in which every strategy devised, technology discovered
and war waged has repercussions on your future world. Exploration, discovery
research, technology and Wonders of the World are your tools as a global leader.
Make every social, economic and diplomatic decision. Over 65 beautiful units, 4000BC
—3000AD, 90 technological edvances. Use economic attacks, propaganda, biological
terrorism. You can even build underwater cities and orbital space colonies. IBM
Requires: Pen 133, 32mbRAM, 16bitSVGA 4spcD-ROM, Mindows '95.IBM - \$54.80
Civilization III Call to Power Official Strategy Guide

CORSAIRS Gold
Micoprose
The days of sailing pirate ships. In this highly realistic environment with a true historical
context you will be able to accomplish numerous missions during which you can choose
from various quests; experience a true pirate attack simulation; command every aspect
of your nation's fleet; sail authentically modelled ships on authentic maps; discover
islands on which to hide your bootly while searching other Islands for hidder treasure.
Gold version includes the Expansion disk: The Conquerors': IBM Requires: Per 16W
Mindows '93, CambRAM, SYGA, 49pCD-ROM, 2mbSYGA.

IBM - \$32.85

CUTTHROATS

Raid, pillage and plunder your way to infamy on the bounty-laden seas of the 17th C

Caribbean. Work your way up from a small trading vessel to a galleon bristling with

cannons. With sophisticated real-time strategy, experience the freedom of over 6

million square miles of the Caribbean, explore (and loot) over 70 ports, over 300

settlement Governors with different personalities, realistic sea and land battles
including complex amphibious assaults. IBM Requires: Pen 166, 32mbRAM.

IBM - \$87.65

DIPLOMACY Avalon Hill

The all-line favorite boardgame ngw a computer game by Hasbro. A game for seven players at the beginning of the 20<sup>th</sup> Century, resulting in the First World War. Unlike the seven player minimum of the boardgame, you can play on your own or in small groups with the computer's Al controlling the rest of the nations. Plan your moves in advance using the game's printable map sheets, features ten of the most popular playmach, Amarchy, Blink, Missing Man, Millian and Sylomach, Standard, Blink, Missing Man, Millian and Swindows '95, Pen MMX 168, 8spCD-ROM, 32mbRAM, 2mbSVGA. IBM - \$75.00

GANGSTERS

Eidos

Set in a Chicago-like town in the 1920's prohibition period. Gangsters is the strategy
game where crime pays. From extortion to intimidation to street execution or all-out
bloody gang warfare. Playing in a vast city filled with over 5,000 individual characters,
combines real-time action in a highly detailed 3D semi-lopdown view with easy-to-use
strategy planning interface. Features a 1,000 block city, 100 gangsters work for you,
break the law with complete immunity. IBM Requires: Pen 133, 16mbRAM. Windows

95, 4spCD, 2mbSVGA.

GREAT BATTLES OF HANNIBAL
GMT's boardgame now a computer game that recreates the wars between Carthan and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. With 3D, real, detailed units. IBM Requires: Win'95, Pentium '90, IfomRAM, SVGA card, 2spCD-ROM, hand disk.
315.00

GREAT BATTLES COLLECTION
Great Battles of Alexander, Caesar and Hannibal.

LORDS OF THE REALM II

Epic conflicts and interpled life of 13<sup>th</sup>C England. As one of five nobles, you managerops, build weapons, construct a castle and raise any army to conquer neighbouring realms before they conquer you. Fight your way to the throne. Up to four computer rivals, a steward can handle country management while you concentrate on commanding real-time battles and sieges. IBM Requires: Windows 93, 480'66.

BMRAM, 29cC-ROM.

MAN OF WAR II Chains of Command

Explosive real-time naval combat set during the Age of Sail. Take command as a Fleet Admiral, Division Commander, or Ship's Captain and face the fury of a broadslide, the terror of a boarding action — all from the real-time first person perspective. Take command of your ship by managing crew assignments, targeting enemy vessels; create your own character and his background; custom game conditions such as rate of cannon fire; enlist in two campaigns and over 20 scenarios including Trafagar, multiplayer over LAN/Internet. IBM Requires: "Pen 120, 16mbRAM, 4spCD-ROM, SVGA."

MEDIEVAL

A tactical game of medieval warfare. Units are 25 men and are rated for morale, which plays a very big part — you can't fight to the last man; fatigue, formation, amor, defense, and weapon type. Different formations. Leaders can raily disrupted or routed troops and can enhance units within their command range. Includes a scenario editor to state is considered to the state scenario editor. Robin Hood.

800x600 16 Bit Color. IBM Requires: Windows 95, 133 Pen, 16MRAM, 48pCD
80M. SVGA.

NAPOLEON 1813
empire
Following the Napoleonic disaster in Russia, redirect Napoleon's European campaign of 1813 — 1814. In an enormous strategic area stretching from Paria to Breslau, from Hamburg to Vienna, control everything from major strategic terriforial decisions to tactical battle manoeuvres. Organies your forces, plan your campaign and lead your troops to glory in battless such as Leipzig, Real-lime or turn-based, multiple scenarios or rife. 3.2mRAM. Windows 93, 2apcD-ROM. 800x600 SVGA.
BMM - 596.60

RED BARON II

Sierra
User definable difficulty levels, fly single missions or campaigns from 1916 — 1918.

Cover 40 unique aircraft with 22 flyable planes. Also a mission builder, a great Al system that recreates the skills, tactics and personalities of historical and non-historical pilots. No two missions are ever the same. IBM Requires: Par 133, Windows 95, 4spc0-ROM, SVGA, 16mbRAM.

IBM - \$21.90

RISK II

The boardgame of Risk presented as an updated computer game. The all-new, user friendly interface has been designed to move the gameplay along at the player's pace. Has six new territories, negotiate with a new diptomocy system, dynamic battle action that takes place in 3D terrain with animated figures, play solo or hotseat on the one computer, multiplayer up 10 8 players, play classic-turn based or same-time. 'IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, 2mbSVGA.

IBM - \$82.15

SEVEN KINGDOMS Ancient Adversaries

The ultimate real-time game of empire building is back and better than ever. Lead any of ten emerging civilizations to glory through trade, diplomacy, espionage and conquest. This new version improves on the original with new terrain, new nationalities, new gods, new sconarios, new enhancements. Fantastic monsters and Great Beings include the Indians' Dilnni, Egyptians' Isis, etc. You can pause the game to issue orders, manage tactical commat, an assess status. IBM Requires: Windows '95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM.

SHOGUN: TOTAL WAR
Set in Japan in the 16<sup>III</sup> century, when the land is being torn apart by rival warlords trying to become shogun. Features strategic decisions on a map of Japan, and once armies meet, you fight real-time epic battles with literally thousands of samurai on stunning 3D battlefields. Issue battlefield manoeuvres with a click of the mouse. Develop your economy, forge trade relationships, make alliances, spy and assassinate. You can also play battles online. The samural even have little banners on their backs! IBM Requires: Windows '95, Pen II' 233 with MMX, 32mbFAM, 4mbSVGA, 4spCD-ROM.

STRATEGO
A classic boardgame now released as a computer game. Strategically position your men. Send out your scoults to discover your enemy's manpower. Use the skill of your miners to disarm enemy bombs. Battle begins Battle it out with classic Strategic rules or Ultimate Stratego rules. Compete against up to 3 human or computer players. Wage war over LAN, modem or internet. View superbly rendered 3D battles. IBM. Requires: Windows '95, Pen 100, 16mbRAM, 4spCD-ROM, SVGA, hard disk., IBM - \$54.80

Contains Sierra's Civil War General, Civil War Generals 2 and Impress 8 the Grey. IBM Requires: 486/66, 16mbRAM, SVGA, Windows'95.

TIDES OF WAR Master the Seven Seas and command your own warship. 18<sup>th</sup> Century English-style battleships and frigates and Spanish-style dreadnaughts and cutters. Even down to Viking longboats. Potencian raiding salleons, native war canoest A real-lime 3D maritime strategy-adventure game of exploration, resource management and combat. 50 ship types, huge worlds to explore, 70 missions, different types of missions, etc. IBM Requires: Pen 120, 16mbRAM, 16bitSVGA, 4spCD-ROM, Windows 95.

ULTIMATE STRATEGY ARCHIVES Interplay Includes the following complete games: Sid Meler's Civilization, Sid Meler's Railox Tycoon Deluxe, X-COM UFO Defense, Heroes of Might & Magic, Conquest of the New World Deluxe, Jagged Alliance: Deadly Games, MAX and Dark Colony, IBM Agaylars. Pen 90. femBRAM, SVGA, 4spCh.

ULTIMATE STRATEGY WAR SERIES
Various
Sid Meier's excellent 30 wargame Gettysburg, Jane's Fleet Command of real-lime
modern naval warfare, and C&C Red Alert, a real-lime sci-fi strategy game. IBM
Requires: Pen 200, 32mBRAM, 2mbSVGA, 3Dfx.

18M - \$54.80

WARBIRDS Dawn of Aces

3D accelerated WWI aerial combat. Features offline training to hone your flight argumenty skills, free head-to-head via modem, serial or internet; legendary WWI planes including Fokker Dr1, Spad VII, Sopwith Camel, Albatross, etc; both 3D accelerated and non-3D accelerated available in the same online areas, multiple online arenas, each supporting hundreds of players simultaneously. IBM Regulars. Windows 95, 107424768 VSQ4, Pen 133, 32/mbRAM.

# World War II

12 O'Clock High
A strategy game of WWII air combat — not a flight simulator. Scenarios cover all major Allied bombing campaigns over Germany from 1943 — 1945. Campaign mode includes full 1943 and 1944 campaigns so that you can play through the entire air war from beginning to end. Play at your own pace using a unique blend of real-lime and phase-based play. Beautiful graphics, and more than 25.000 pilots and thousands of unrot. IbM Regulres. "Pen 233, 64mbrAM, 49pCD-ROM, flofts/SVG.RIBM - \$82.15

ACES
A compilation of six of histories great battle simulators. Includes Red Baron, WWI
aircombat, Aces our Europe, during WWII, Aces of the Deep, commanding a sub in
WWII, Aces of the Pacific, WWIII Pacific Theattree aircombat. 4-10 Tank Killer II,
Bindistries of the Pacific Will Pacific Theattree aircombat. 4-10 Tank Killer II,
Bindistries of the Pacific Will Pacific Theattree Ilight combat. IBM Requires:
48606, 8mBAM, SVGA, 29CD-ROM, hard disk.
315.00

Air Warrior III / Carrier Strike Fighter
Contains two full flight simulator games, Air Warrior III, where you fighter plant
the Pacific in WW2 with acelerator-enabled 3D graphics. And Carrier Strike
where you fly the FA-18E Super Homet. IBM Requires: Pan 166, 6sp.CD. Midas

Allied General
Comes in a CD-case, with the game manual being on the CD. Play three campaigns as American, British or Soviet against the German army. Over play over 35 scenarios in which you can play either side. IBM Requires: 486/66, 8bmRAM. IBM - \$16.45
Hasbro

Hasbro One of the most anticipated computer game releases this year—the magnificent Axis & ALIES
One of the most anticipated computer game released as a faithful computer game. The year is 1942 and the world is at war. You are a powerful leader struggling for supremacy. Features classic game-play plus new rule variations exclusive to this game. Play against Montgomery, Eisenhower and Yamamoto. Has a basic training tutorial. Up to 5 humans or computer players can play on the one computer or over a network. Time machine' feature allows players to review previous moves and analyse enemy strategies and offensives. With great graphics taken straight from the board game. IBM Requires. Windows 95, Pan 133, 16mbRAM, hard disk, SVGA, 1mbVideo Card.

BATTLE COLLECTION
Includes Steel Panthers III, Panzer General I, SU-27 and Silent Hunter I. IBM Requires: Pen 90, 16mbRAM, 1mbSVGA, 4spCD-ROM.

IBM - \$54.80

CLOSE COMBAT Trilogy Microsoft Includes Close Combat 1, Close Combat 2, and Close Combat 3. IBM Requires: Per 133, 32mBAM, SVGA 800x600.

CLOSE COMBAT 2.0 A Bridge Too Far

A real-time, historically accurate World War II strategy game that puts you in
command of either the Allied or Axis forces during the epic Operation Market Garden
battle in German controlled Holland. Includes a Battlemaker, which lets you make
your own scenarios, adds a new strategic layer to challenge players to out-hink their
opponents in the war room, true line of sight and line of fire replicates tog of war, etc.
IdM Requires. Win 95, 16mbAAM, SVGA, 49pCD-ROM, Pentum 90. IBM-332.85

CLOSE COMBAT 3.0 The Russian Front
A real-time strategy game set in WWII featuring unequalled detail, realism and scope.
Play as either the Soviets or Germans. Command the same men throughout the
entire 4 year campaign, from the German invasion in 1941 to Berlin in 1945.

CLOSE COMBAT IV Battle of the Bulge Microsoft Real-time, accurate World War II strategy game that puts you in command of either the Allied or Axis forces during the epic Battle of the Bulge in 1944. Has smeattacks, spies, subcleurs; new campaign system allows movement of multiple battle groups on a strategic map of the Ardennes; units may enter from different point a battlemap based on their strategic movement, two player can be via serial-cable, IPX internet. IBM Requires: Pen 200, 32mbRAM, 4spCD-ROM, 4mbSVGA, Windows 95.

COMMANDOS Behind Enemy Lines
A real-time tactics game set in WW2 that puts you in command of a small square
eitlie troopers. Study the enemy's movements, develop a careful plan, synchronise
your men, and launch them on a swift and fierce attack using all of your power and
skill. More than 550 accurate 3D buldings, structures, vehicles and weapons from
WW2. 40 different vehicles and troops.28 missions, and multi-player action over the
internet. IBM requires: Pen 100, 1mm2AM, 4ppCD-ROM.

IBM - \$33.00

internet. IBM Requires: ren 100, romanoum, asport common the Call of Duty

Eidos A real-time tactics game set in WW2 that puts you in command of a small squad of eitle commandos operating deep within enemy territory. Has new vehicles, buildings, weapons, two levels of difficulty, etc. Kidnap German soldiers, throw stones to distract sentries, use a sniper rifle, new characters. IBM Requires: Pen 166, 32mbRAM.\$31.90

COMPUTER EASTFRONT

Not to be confused with the computer game East Front. This product allows you to play the award winning Columbia board wargame Eastfront on your PC. This product racks headquarters, movement, terrain, production and all other elements of the boardgame so that you can concentrate on strategy. However, it has not computer AI, so you must either play solitaire against yourself, or play head-to-head on the one machine, or via modern, or even e-mail. IBM Requires: Pen, 8bmRAM. Windows 95.

IBM - 756.70

EAST FRONT II

Talonsoft
Featuring absolutely stunning graphics, this all new version takes us back to the
Eastern Front in WWIII. This is a platoon level game, and you can play as German,
Russian, Italian, Pollsh, Finn, or Hungarian. Has historical and hypothetical scenarios
and campaigns. 150 in total, 50 of which are new, hundreds of new 3D icons including
snow camoffage and new terrain types. IBM Requires: Pen 13, 4spCD-ROM,
32mbRAM, 16bitSVGA, Windows 98.

EUROPEAN AIR WAR
The most stunning WVII flight sim I have seen. Take to the skies over Europe during
the most dangerous days of WWII. Pilot 20 authentic flighter aircraft from America,
Britain and Germany. Defend the skies over Europe during
that have deermany. Defend the skies over England in 1940 from waves of German
bombers, flight off attacking Messerschmitts as you secort B-17s on critical bombing
runs, and engage in doglights over France. With a Quick Start mode for instant
doglighting, single missions, dynamic campaigns, pilot careers. Multiplayer via direct
connection, modern or network. Aircraft include P-1st, Spiffires, Hurricanes, B1-109s,
FW-190s, etc. IBM requires: Win 95, Pentlum 133 with 3Dfx or Pen 166, 3zm8 rAM,
49p.CD, hard disk.

4spCD, hard disk.

FIGHTER SQUADRON Over Europe
A combat flight simulator of the air war over Europe during the last years of World II.

With realistic flight and damage models. Engines get knocked out, parts are shot off
and tom fuselage flutters in the wind. With native 30fts support, stunning cockpits,
great texture-mapped terrain. Pilot the Me-262, P-38 Lightning, B-17G Flying
Fortress, Mosquito, P-51D, Fw-190, Ju-88, Lancaster, Spiffer and Typhono. Fly solo
or multiplayer via LAN or the internet. With 90 missions in 30 scenarios. IBM
Requires: Pen II 266, 2mb16-bit SVGA, 32mbRAM, Windows '95, 4spCD-ROM.
IBM - \$82.15

FIGHTING STEEL WWII Naval Combat

FIGHTING STEEL WWII Naval Combat WWI I naval combat www II naval combat from 1939-42. Including the British, German, American and Japanese fleets, all rendered in stunning 3D. With historical scenarios, campaigns computer generated scenarios, and scenario editor. Control divisions, fleets, or single ships in real-time action. Over 90 ship classes, realistic 3D battle damaged sustained by ships, etc. IBM Requires: 4spCD-ROM, Pen 133, 32mbRAM, 2mbSYGA, hard disk. Due July.

Great Naval Battles 3 & 4 Contains both Great Naval Battles III Fury in the Pacific, and Great Naval Battles III Fury in the Pacific, and Great Naval Battles IV Burning Steel, which covers all European theatres of war from 1939 — 1942, including Italian, French, Russian, and British (German?) IBM Requires: 486/33, 8mbRAM, mbSV6A, MS-ODS 5.0 or 5.22.

Janes Fly seven famous WW2 fighters, being the Mustang, Thunderbolt, Lightning, Spiffler, 109-0, Fr 190-4, and Me262A1. Takes full advantage of today's 3D technology. Fully operating 3D cockpits, clouds, smoke, fire, bullet holes, muzzle flashes. Fleed deglighting, swarms of aircraft, desperator adio chatter. You can play a full campaign as Aus or Allies, plus 35 single missions, a full mission editor, multiplayer for up to 8 via Aus or Allies, plus 35 single missions, a full mission editor, multiplayer for up to 8 via Missions and Missions and

LUFTWAFFE COMMANDER

LOT: WAFFE CUMMANDER

A WW2 flight simulator. Return to a time when the deadly Me-109 ruled the sky. Here you can fly ten aircraft, including the Me-109, Me-262, I-16, P-39, Spitffre, P-51, etc. Terrorize Allied or Axis forces in five combat areas. Spain, France, Great Britain, Russia, Germany, with over 500,000 square miles of terrain. Choose from 2 flight modes, Iron Cross challenges less experienced pilots, while Knight's Cross provides a WW2 air combat simulation of uncompromising accuracy. Each of the ten aircraft you fly has detail interiors, 50 single player missions. IBM Requires: Pen 166, 32mbRAM, 8gc/D-ROM, 3D accelerator card wityh 4mbRAM, Windows '95.

Microsoft Combat Flight Simulator WW2 Europe

Combines flight simulator realism with air combat excitement. Uses the same detailed attention to airplane physics and instrumentation as the award-winning Microsoft Flight Simulator. With stunning cockpit and world detail, if yo ever Big Ben as you dogflight over London. Choose from eight historic fighters including the Spittire, P-51 Wustang and Me-109. Take advantage of accelerated graphics. Adjustable skill levels. *IBM Requires: Pen 133, 16mbRAM, Windows 95, 16bit SVGA, optional 20 graphics accelerator.* 

NATIONS Fighter Command

Psygnosis
World War II doglighting, Play as Britain, Germany or the US, with three game modes
including historically accurate campaigns or instant war scenarios that push you to
the limits. Choose from 16 WWII fighter aircraft, highly accurate flight physics,
includes WWII database and period film fordage, incredible lightning and weather
includes WWII database and period film fordage, incredible lightning and weather
includes WWII database and period film fordage, incredible lightning and weather
includes WWII database and period film fordage, incredible lightning and weather
includes WWII database and period film fordage, incredible lightning and weather
includes with a strength of the property of

PACIFIC GENERAL
Using the popular Parzer General system, but featuring a newly created naval combat model for high-seas realism. Engage in naval combat, including island hopping land battles, with the same exquisite playability as land combat. Campaigns and scenarios are playable as Japanese or American forces. Comprehensive scenario editor, battle generator and you can play head-to-head via modern or network. IBM Requires: Pen 90, Windows 95, 16mbRAM, SVGA, 4sp.CD-ROM.

PANTHERS IN THE SHADOWS

Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS. HE, HEAT, APHE, etc. There's no point print ground such is ucceed. 5 historical scenarios plus complete scenario editor. IBM Requires: VGA, hard disk, 3.5°FDD.

\$82.15

Other HPS Games are Broken Alliance and Dragons in the Mist\$40 each

PANZER GENERAL

PANZER GENERAL

A strategy game. The game starts in 1939 with you as a German general in Poland, if you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgum, France, North Africa, and the Eastern Front. IBM Requires: CD-ROM, 4mb RAM, 386DX33+

PANZER GENERAL II

More than just a sequel, this game is an entire generation beyond anything yet seen in strategy games. Witness the Living Battlefield, with photo quality tanks, guns, buildings, mountains, roads, act. With thiny painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fantastic, with the campaign starting in Spain, and going onto the Eastern, African and Western Fronts. Includes 12 multiplayer scenarios, and you can design your own scenarios. Thoroughly recommended. IBM Regulres: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 4spCD-ROM.

\$21.90

PANZER GENERAL - 3D Assault. SSI A realistic look-and-feel unprecedented in strategy gaming. Position weapons and

troops on an all new 3D battlefield which exhibits realistic lightning and weather effects. Also has a new, simple and addictive game system. You assign leaders to units based on their special skills and experience. The new action combat system allows leaders to give multiple commands in each turn. Eight campaigns on the Western Front including France 1940. Africa, and D-Day onwards. 4 player multiplayer. *IBM Requires: Windows* 95, Pen 1233, 8bm3Dcard, 64mBAM, 8spCD.

Pensar General 3 Official Strategy Guide

Panzer General 3 Official Strategy Guide

RISING SUN

Talonsoft

The third game in the East Front and West Front series by Talonsoft. This game lets 
you relive historic ground battles between the Japanese and the forces of the USA, 
Britain and Commonwealth (yes, Australianst), from 1941-45. Has four linked 
campaigns plus individual missions. New terrain types include dry and flooted rice 
paddies, light and dense jungles, coral reefs. Fight over Guadalcanal, Okinawa, 
Tarawa, Betio, New Guinea, etc. IBM Requires: Pen 200, 32mbRAM. IBM - \$60.00

SSI

Comes in a CD-case. You are a commander of a US submarine in the Pacific, hunting down Japanese merchant and capital ships. Has a variety of submarines, you can steal into enemy harbors, authentic WWI film footage, etc. The manual is on the disk IBM Requires: 486/66, 8mbRAM, 1mbSVGA, 2spCD-ROM. IBM - \$16.45

SILENT HUNTER II Due Dec
A WWII U-Boat combat simulator, re-creating the battles in the Atlantic between Uboats and British and American convoys. Beautiful 3D graphics of ships and aircraft
superior AI, new wolfpack action, enhanced campaign game, real-time weather and
ocean effects, scenario and patrol editor, multiple difficulty levels, ic. IBM Requires
Pen 266, 24spcD, 64mbRAM, 8mb3Daccas.

EIBM - \$\$4.80

SMOLENSK TO MOSCOW

A wargamers' wargame on computer, without any "frilly" stuff. Covers the primary battles between Germany and Russian during WWII from 1941 to 1943 in the area between Smolensk and Moscow. With 9 scenarios, scenario editor, computer opponents, optional rules, over 250 units. A low complexity game with 8 options rules. IBM requires: 486/r0, SVGA.

STORM IN THE WEST

A wargamers' wargame on computer, without any 'frilly' stuff! With six scenarios set on the Western Front in WW2, including 1940 France, 1944 France and 1945 Germany, and an editor for those 'what if' scenarios you want to create. Features hex based maps, fog of war, Allied politics, Germany early let technology, operational level units, zoom in and out on the map, 200 ground and air units, maps of France, Low Countries and Germany, basis and advanced game, optional rules, for one to two players. IBM Requires: 386, 3.5"1,44mb FDD, 1mbRAM, SVGA graphics, hard click

two players. IBM Requires: 380, 3.5 1.44min PLD; IRIDINAN, 31243 graphines, 346/48.

LENINGRAD Version 2.0. A complete game in itself. The combat between the Russians and Germans from 1941 — 1944. Also a scenario editor.

\$27.40

KIEV Version 2.0. A complete game in itself. Refight the battles for Kiev from 1941 or 1945. Also a scenario editor.

\$27.40

CHECA STORM CONTROL OF THE STOR

The Operational Art of War Vol 1 1939-1955 Elite Talonsoft. This Elite Edition also includes the Battle Pack 1 scenario add-on disk to give 33 complete scenarios of combat ranging from 1939, the Fall of France, German invasion of Russia, to the Korean War, to 1955. Also hypothetical conflicts such as USA verses Russians in 1945. Has full scenario editors, massive equipment database, 2D and 3D modes, etc. IBM Regulres: Pen 90, 16mbRAM, 16bitSVGA.

The Operational Art of War Vol 1 1939-1955 Wargamen 4-57.00 Edition The full game of Operational Art of War Vol 1, plus the Battle Pack 1, and more new scenarios. Has an enhanced game engine, 175+ new unit types, etc. //

TIGERS ON THE PROWL.

Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belignerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calcutations based on the US Army Ballistics Research Lab taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the larget, etc. Features hundreds of different tanks, artillery, infantry, small arms types, etc. Magnificient. IBM Requires: VGA, 3.5° FDD, hard disk, 386.

Ultimate World War II Wargame Collection
Four of the best of the recent SSI World War Two wargames, all in the one box. This are Steel Panthers II, Panzer General II, Silent Hunter and Soldiers at War, IBM Requires: Pen 120, 16mbRAM, Windows '95, SVGA.

IBM - \$70.10

Computer WAR IN EUROPE

A simulation of the European Theater of Operations in WWII and brings this classic SPI board game into the computer age. Players control ground, air and naval forces, SPI board game into the computer age. Players control ground, air and naval forces, ships, transports, etc. You also choose what to build from your resources and personnel. With 3,600 counters, this is so much easier to play as a computer game! You cannot play against the computer, only solitare with yourself playing both sides, or with 2 or more humans. IBM Requires: 386, 5mbRAM, VGA, DOS or Windows 95.

# Post World War II

A WORLD OF AVIATION

Includes the jet fighter simulation *iF-16, Wings of Silver* which is a multimedia presentation of modern jet aircraft, including full color action video footage, more than 60 photos of aircraft and weapons, *Combat Jets* which is a complete drawing program and over 1,000 clip-art images, *History of Aviation* which presents the history of flight with 60 video clips and 600 photos; and *Warbirds*, a screen saver. *IBM Requires: Windows* '95, 16mbRAM, Pen 120, 4spCD-ROM.

IBM - \$93.10

DELTA FORCE 2

A3-D adventure akin to Half-Life. You are a member of the elite Delta Force, formed to battle terrorism throught the world. Execute day, and night operations, move through fog, rain or snow, use tall grass, water and rolling terrain to approach objectives undetected, terrorize the terrorists with an impressive arsenal of weapons, use the new commander's screen to direct the actions of team-mates, whether single or multiplayer. 40 challenging missions. Also a mission editor. IBM Requires: Pen III, 64mbRAM, Windows '95, SVGA, 8spCD-ROM.

F-16 versus MiG-29

Novalogic
A double-game including both F-16 and MiG-29 complete games. The MiG-29 isone of the world's most maneuverable fighter jets. The F-16 is the workhorse of the USAFYou can fly the two jets against other players in multiplayer mode. With stunning 30fb graphics, great interactive cockpits, authentic flight models, over 40 stand alone missions for each jet, mission design tools, use the F-16's Lantim for night vision and precision bombing, etc. IBM Requires: Windows 95, Pen. 166, 16mbRAM, 4spCD-ROM 3Dfx.

16mbRAM, 4spcLrnows

Microprose
The North Koreans have crossed the DMZ. Your F-17 Falcon squadron has been called for the strike back... Only the makers of the acclaimed Falcon .30 could launch a new era of flight simulators. This game breaks the sight-and-sound barrier with its cutting edge graphics, realism, dynamic campaigns and multiplayer gameplay. With accurate topographical ternian, detailed radar and weapons simulation, hyper-realistic flight models and stunning visuals. With a manual over an inch thick! Also a real-time campaign engine, an encomous range of aircraft and ground units. IBM Requires:
Pen 166, Windows '95, 32mbRAM, 800x600 16-bit SVGA, 4spCD-ROM, 16bit sound card.

Minight Strategy Guide \$32.85

FLANKER 2.0
This fight simulator features stunning graphics and streamlined playability Using previously classified Russian satellite imagery and a new 3D graphics engine, this combat sim provides photo-realistic terrain, new 3D sound system, accurate damage modeling. Features the new Su-33 naval carrier-based Flanker. Campaign module includes linked scenarios and a semi-dynamic flexible storyline. IBM Requires: Pen 200, 32mbRAM, 3DfxVoodoo2, Windows 95.

GUNSHIP! Rock the Bloc

SUNSHIP! Rock the Bloc

As Russia and NATO go head to head, you fly the AH-6AD Apache, Westland

Apache, Eurocopter Tiger or the Mil-28 Havoc. Features stunning graphics, you can

generate unlimited battles, 85 weapon types, 114 different vehicle types, take the

pilot's seat or the gunner's cockpit, great attention to detait, taste the action from all

sides — US, British, German or Russian. Rolling terrain for intense tow attitude action,

rake cover behind trees, fills and ridges. Two game modes — instant-action target-rich

onslaught, or the realistic world campaign systems. Solo or multiple. IBM Requires:

Par 266, 32mARM, 4sgcD-ROM, 2mbSVGA, Windows 95.

IF 22 V5.0 & Thunder Brigade

Microprose
Two full games, IF 22 V5.0 where you flight an advanced US fighter against Mig-31s, etc; and Thunder Brigade, where you're a tank platoon commander of the US 3<sup>rd</sup> armored division in the deserts of Libyla, IBM Requires: Pen 166, 32mbRAM.\$20.00

JAGGED ALLIANCE 2

A ruthless dictator has taken control of the tiny nation of Arulco, and you are in control of a small band of rebels against a large army. But the world's best mercenaries will also flight on your side, if you can afford them. Features a semi-top-down-riew as you lead your team on combat missions. With a non linear storyline, the most advanced tactical combat ever, dozens of realistically modelled weapons, real-time exploration and turn-based combat. Create and recruit your own mercenaries, interact with more than 150 characters. IBM Requires: Pen 133, 16mbRAM, SVGA, 4spCD.

IBM \$40,00

JANE'S FLEET COMMAND

Janes International waterways become the laters of war when the world's most formidable maritime powers exchange their fatal blows. With entire fleets at your command, you must strategically deploy vessels from every class — fingate to aircraft carrier to nuclear submarine — to maintain the precarious balance of naval power and gain position for the deadly endgame. Real-time strategy campaigns and missions. IBM Reguires: Windows '95, Pen 200, 32mbRAM, 2mbSVGA, 30fx card, 8spCD-ROM. \$54.80

JANE'S F-15 JET COMBAT SIMULATOR

You can be up and flying in five minutes. Instant action option includes simplified controls to ensure quick access to your first kill. Training missions have you flying like an ace in no time. Adjustable levels of realism and difficulty. Megnificent graphics and sturning visual effects. You can play head-to-head over the internet, modern or serial. Design your own missions with a powerful mission builder, relive the Desert Storm through an intense camaging, etc. IBM requires: Wing F, Pentium 136, with 30FX card or Pentium 166 without, 16mbRAM, 4spCD-ROM, hard disk, SVGA.IBM - \$87.65

JANE'S FA-18 JET COMBAT SIMULATOR

The most realistic carrier air operations experienced on a PC, even the flight deck
rolls. Fully functional virtual cockpit. A vast array of air-to-air, air-to-ground and air-tosurface weapons. Fabulous graphics. IBM Requires: Windows 95, Pen 266,
HBMAM. Amb3Daccet, 800x600SVGA, 480CD-ROM.

BM - \$48.60

JANE'S USAF United States Air Force 
Master the eight greatest jets in the United States Air Force, from early jets up to the 
Steatht Fighter, Fellive history in Vietnam or Irraq, fly an in-depth strategic exercise 
over the United States, or fight future conflicts over Germany. Your pilot career is 
racked and you receive promotions, medias. Play any mission with finance over LAN 
or this thiermed. Also has flight combit training, 30 mission editor, etc. JBM Requires. 
White One of the Promotion of the Promot

MiG Alley

The Korean War, 1950 — the birth of jet warfare. With closing attack speeds of up to 1,000mph and without the luxury of modern radar-guided missiles, get up close to the enemy and shoot them out of the sky. Take control of 5 totally authentic 1950s fighters and bombers, from the Russian MiG 15 to the American F86 Saber. 16 different aircraft — there can be up to 150 aircraft in the sky at one time! Campaigns, missions multiplayer. IBM Requires: Pen 166, 800x600 SVGA, 32mbRAM, Windows 95, 6spCD-ROM.

Various

Modern Warfare Collection

Various
Has Apache vs Havoc, Falcon 4.0 and M1 Tank Platoon 2. *IBM Requires: Pen 166*32mbRAM, 4spCD-ROM, SVGA.

IBM - \$82.15

PEOPLE'S GENERAL
Using the Panzer General II system, with uncomparable graphics. Presents a
disturbingly plausible, near future Asian conflict that escalates to involve virtually the
whole world. Fight either as Chinese or Western Alliance forces in 2+ campaigns
stollaing 36+ scenarios. Includes the latest in military hardware such as M1A3 and T99 Main Battle Tanks, as well as more common weapons such as T-80, AMX-13,
Challenger II, AH-64, M109, M6DA3, etc. Abo has an enhanced Battle Builder with a
random element. IBM Requires: Pen 166, 8spCD-ROM, 32mbRAM, Windows 95,
ZmbSVGA.

Rainbow Six ROGUE SPEAR (Tom Clancy's)

RedStorm
The sequel to Rainbow Six. Blends spine-lingling factics and explosive action intense counter-terrorist warfare. Lead the Rainbow team of eithe multi-national special operatives against two deadly terrorist organisations. Travel to real world settings across the globe, including a jumbo jet and Museum of Art. With sniper specialists, mission editor, anow and enit, incredible 30. IBM Requires: Pen 23; with Spaceal, 32mBrOM, Windows 36, 16bitmbSVGA, 4spCD-ROM. IBM - 582.15

SHADOW COMPANY Left for Dead

Left for dead in the African jungle after a contract turned sour, the 15 shadow
mercenaries are ready to take revenge. Designed around a unique 3D engine, with
dozens of tools of the trade, jeeps, boats, helicopters, tanks, etc. vast campaigns
include dozens of non-linear missions, a wide variety of landscapes, each mercenary in
your group has specific skills; up to 8 players over LAN or the Internet. IBM Requires:

Amb 3Deccel. 2mbr Alb 32 2012.

SOLDIER OF FORTUNE

A 3D Quake II-style, story driven plottine that unfolds through 10 covert missions, that take you through the political hot spots of five continents, during 26 levels of action movile gameplay, as you try to find and secure four stolen nuclear warheads and obliterate the terrorist organisation that stole them. The military is ruled by government laws, regulations and standards of conduct. When a mission is too messy to fall within these codes, they call you 26 hit locations on each enemy's body, IBM Requires: Pen 233, 64mbRAM, 3DM, 4spcD-ROM, Windows 30IBM - \$86.60

IBM Requires: Pen 233, 64mbRAM, 3DK, 48pLUF-VCM, Windows 9/JIDM - \$95.00.

The Operational Art of War Vol 2 Modern
Talonsoft Set after 1955 to the current day. Fight in Vietnam, over the Suez Canal, in Operation Desert Storm. With full-function map, unit, and scenario editors. Historically accurate scenarios and maps. Hypothelical "what-lif" scenarios. Massive equipment database with hundreds of tanks, planes, artillery, etc. Stunning 16-bit color in both 2D and 3D modes. Adjustable unit scales from individual companies to entire corps. Two can play holssed to rby e-mail. IBM Requires. Pen, Windows '95, 16mbRAM. IBM - \$82.15 Flashpoint KOSOVO What if NATO and Yugoslav forces had gone head to head in Kosovo? Also new scenarios such as '69 invasion of o Vietnam, Libya vs. Egypt, and a what-lif war between Russian and China. Scenario editors, massive equipment database, stunning 16bit SVGA. IBM Requires: as above. IBM - \$65.75

Various Contains three combining the simulators. Novalogic's Commanche Gold, Jane's Full Holling and Jane's WWII Fighters. IBM Requires: Per 200. 32mbRAM, 4spCD-ROM, SVGA with 3Dhaccelerator. IBM - \$54.80

Ultra Fighters/Spearhead

Midas
Two complete games, Ultra Fighters, which is a futuristic air-combat flight simulator
with a focus on dog-fighting; and Spearhead, where the US 3<sup>rd</sup> Division spearheads
the US response to a recent Libyan invasion of the Middle East. You lead of platoon
of Abrams Main Battle Tanks through real-time 3D battle scenarios. IBM Requires.
Pen 166, 32mbRAM, 4spCD, 3Daccelerator, Windows '95.

WORLD OF COMBAT 2000

WORLD OF COMBAT 2000

Contains three games in the one box, being: Commanche 3, where you strap into the helicopter designed for the battlefield of the future, with over 30 missions, stunning 30 terrain, for novice & expert players. F-22 Lightning II, where you take to the skies in the US Air Force's next-peneration stealth fighter, with 36 missions, missions change according to outcome of previous missions. And Armored Fist 2 MfA2 Abrams, where you command the main battle tank of the US, where you control your own tank or your platoon in over 50 missions. IBM requires: Win '95, Pentium '90, TehnbRM, SYGA, 4spCD-ROM.

# Science Fiction

ABOMINATION The Nemesis Project

Fidos

A Baldur's Gate-style adventure game with a Cthulhuish-feel. An unstoppable plague weep America, and a cult was born in its wake. This cult offers absolution in the name of the Brood, a nightmarsh army of mutated Cthulhuish creatures. You lead a combat team against this cult, trying to stop them spreading this plague across the world. Explore an entire city, the frozen wastes of Siberia, jungles of Peru, etc. Over 100 realistic contemporary & experimental weapons, a unique seeded mission generator with over a million possible variations. IBM Requires: Pen 166, 3zmbRAM, ParbSVGA, 4spcD-ROM, Windows 95.

ALIEN NATIONS

Three completely different nations on one planet — will it work out? Direct the fate of one of those nations, and take control of the planet. Found cities, govern growth and prosperity. Entertain your masses. Push forward research and trade. Use diplomacy, but military conflict is inevitable. With infinite zooming, with extremely cute peoples living complete lives in your realm. More than 75 buildings and professions, unlimited quantity of continuous scenarios. Multiplayer to 3 people. IBM Requires. Pen 233, 32mbRAM, 2mbSVGA, Windows 95.

ALIENS Versus Predator Gold Edition Rebellion
This new Gold Edition lets you save the game during play! (Why didn't they think of

# 42 - Computer Games

that the first time!) Also nine new levels, new marine weapons, and game enhancements and optimizations. A *Quake II-style* game based on the trading card game of the same name, and upon the movie Aliens and the Predator movies. There are three campaigns, one for playing Marines, one for Aliens, and one for Predator. *BIMR* Requires: Pen 200, 30ecol. 32m/BARM, Windows 95,SVGA. IBM - \$55.00 Prima's Official Strategy Guide to Aliens Vs Predator \$32.85

ALLEGIANCE

Microsoft
This is an online spaceship combat simulator. Play with 2 — 6 teams and 32 players.
Practice tactics solitaire against the computer in 5 tutorial missions. Choose from 36 ships in 3 unique civilizations. Travel through stunning 30 environments with sateroids, novas, nebulae, wormholes. Squad roles can be pilot, turret gunner, bomber, commander, base defender. Has deathmatch capture the flag, conquest Zoom out for tactiticaliresource views. IBM Requires. Pen 200 with 30 ns or Pen 266 without withdows 95, 2mbrAMM, 8pcD-PAMM, 800x60/SVGA, modern. IBM - 382.15

Alpha Centauri Planetary Pack Has both Alpha Centauri and Alien Crossfirand Prima's Official Strategy Guide to Alpha Centauri.

ASTEROIDS ACCURSION
The classic arcade game now with next generation 3D graphics. Added enemies advanced weapons, explosive effects, brave a multitude of hyperspace worlds compete against a friend on one screen. IBM Requires: Windows '95, Pen 133 16mBrAM, 4spCD-ROM, 2mbSVGA, 3D accelerator card.

IBM - \$54.80

BATTLECRUISER 3000 AD V2.08

It's 3000 AD and you are the commander of a Battlecruiser as the galaxy is bracing itself for an intergalactic war. Several ships in your sector have been attacked and destroyed by an unknown force, and you are sent to investigate. Command an entire crew offer to personnel in real-time. Explore 25 star systems with 75 planets and 145 moons, all modelled in 30. Deal with 13 alien nations in trade or combat. You can also control fighters, shuttlecraft and all-terrain vehicles (the latter over gorgeous planetary landscapes.) IbM Requires. Pen 166, 2mbSVGA, 3Dfx Voodoo.

IBM - \$87.65

BATTLEZONE III Combat Commander

Set in our future, the US and Russia combine to fight morphing allen invaders, who have advanced tactics and weapons. Command a battalion and face the front-lines in person, commanding customisable tanks, walkers and hoverbikes. Use the 3D terrain to your advantage on five different planets. Form massive armies, construct bases, build factories, build defaces, build defaces, build defaces, build defaces, which we possible includes operative. BM Requires. 3D accel, Pen 200, 64mBRAM, 46pCD-RCM, Windows 93.

March 18 Command 18 Command

Battlezone III Official Strategy Guide

Blood II: The Chosen

Monolith
An extremely gory Quake II-style In a time of turmoil and decay, a dark organization
with a sinister agenda casts its shadow over the world. With an all-new next-gen
engine, over 30 gory levels, explore vast 30 environments and destroy everything in
sight, four playable, fully-customizable characters, heaps of deadly weapons. IBM
Requires: Pen 166, 32mBRAM, 4spCD-ROM, Windows 95, 30fx or Pen 233 without,
33, 28, 58. SVGA. Blood II: The Chosen Official Strategy Guide

CODENAME EAGLE
A stunning Half-Life-style game. It is the early 1990s with a parallel timeline. The Tsar's son Peter has already conquered Europe and now turns to the rest of the world. You are a secret agent whose mission is to destryo the Russian war machine with two unique missions set in enormous 3D landscapes, complete freedom of movement that allows first and third person views, massive array of military and civilian vehicles. Engrossing, cohesive storyine, hundreds of weepons & tools. IBM Requires: Pen 200 MMX, Windows '95, 32mbRAM, 4spCD-ROM, 3DAccleratio. CODENAME EAGLE

Command & Conquer Worldwide Warfare

Contains Command & Conquer, Red Alert, Counterstrike and The Aftermath, all in the one value packed box set. IBM Requires: Pentium, Windows '95, 8bmRAM, CD ROM. SVGA
COMMAND & CONQUER Gold Edition This is a new Windows 95 edition
with all new features like head to head play, Super VGA graphics, smooth scrolling
screen, & These Pack with screen savers, icons, etc. IBM Requires: Windows 95
Pentium, BbmRAM, 2spCD-ROM.

IBM - \$54.80

Pentium, 8bmRAM, 2spCD-ROM.

Command & Conquer TiBERIAN SUN

The all new game of C&C. With his forces stronger than ever, arch villain and leader of The Brotherhood of Nod, Kane is pitched in an epic battle against the world's war machine — the Global Defense Initiative. Fight on dynamic battlefleds, with terrain that can be destroyed and deformed. New units such as jump let infantly, hover tanks, unneling APCs; also new strategies to use. Units become faster and storager as they gain combat experience. Covert missions, night missions, searchilights, Fingle 166, 2mmRAM, 166/SVGA, with 4mb, 4spCD-ROM.

C&C TIBERIAN SUN Platinum Edition
Has Command & Conquer Tiberian Sun game, plus a music CD of the game's soundtrack, a limited edition manual with new conceptual art, photos, mission briefings; plus a 60mm (while kneeling) GD1 or Nod pewter figure. IMP. 498.636.09 Prima's Official Strategy Guide to Tiberian Sun FIRESTORM Expansion Tiberian Sun, 18 new missions as GD1 and Nod fight to prevent CABAL's new world order. You can play as either side. New units include cyborgs, mobile war factories, limpted drones, juggemauts, mobile EMPs, multiple upgrades for existing weapons. Requires as above.

Eidos Set in the 25<sup>th</sup> century. An ancient Japanese sword with the ability to transport its user through time, is stolen, and history is changed. In this *Quake-III* style game, you must travel through time, visiting my

Prima's Official Strategy Guide to Daikatana

DARK REIGN 2

A 3-D real-time strategy game. The wealthy Jovian Detention Authority and the Sprawlers a ragtag group of revolutionaries, go head to head. Battle as either side in 20 challenging single-player missions, or play over the internet. View the battle from a semi-top-down view, or zoom into the 3D view to see the action up close. Utilize powerful, simple controls, including a squad and building manager, smart targeting and behaviour commands. IBM Requires: Pen II 233, 64mbRAM, 4mbSVGA.

\$93.50

DARK SIDE OF THE MOON

A first person sci-adventure with 360° seamless, incredibly realistic, motion-picture game play. Explore a beautiful 3D world. Solve challenging story based puzzles. Confront live-actors in your race to discover the truth about your uncle's mysteriod eath. Your quest will take you to the depths of a dangerous mining colony on the far side of the moon. But remember, nothing is as it seems. IBM Requires: Pan 166, 32mbRAM, 2mbSVGA.

32mbAM, 2mbsVgA.

DESCENT: FREESPACE The Great War

Descent goes flightsim with this revolutionary game! The heartless Shivans emerged through subspace near Earth, harboring technology light years ahead of anything seen before. They made no attempt to communicate. They did not respond to our communications. They simply attacked – and destroyed everything in their path. 30 branching single-player missions, 20 multiple-player missions. IBM Requires: Fen 133 with 3D accelerator, or Pen 166 without, Win 93, 32mbRAM, 8pc (IBM - 521.90 Slient Tranet Expansion, You've been asked to go behind enemy lines in order to preserve a threatened peace treaty. With 40 new missions, 2 new killer ships join your IBM - 521.90 DESCENT: FREESPACE 2

Squadron, 4 new weapons, a new capital ship.

IBM - 521,90

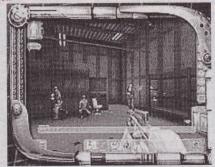
DESCENT: FREESPACE 2

The year is 2367, 32 years after the Great War. As the Terran and Vasudari races finish rebuilding their nearly decimated societies, an immeasurable armada lurks/arrives in the far reaches of the Gamma Draconis system. It's the Shivan, come to find out what happened to the 'scouting party' they sent 22 years agol With over 20 weapons of mass destruction, 30 missions including massive enemy strikes, buttles inside nebulas, beam weapons that can destroy cap ships, and an easy to use FreeSpace Mission Editor. IBM Requires: Pen 200, 32mbRAM, 8spCD-ROM, 530accel card, Win 95.

DESCENT 3

Interplay
The gut-wrenching saga continues with more pulse-pounding action than ever before.
Dive into massive subterranean strongholds in full 360° freedom as you careen
through canyons and craters on the surface above. Test your ploting stills against an
army of battle-drones and assault bots. Filled with new friends and old enemies, when
the many of battle-drones and assault bots. Filled with new friends and old enemies, when
the many of the many strength of the many of the many of the many of the many strength of the many strength of the many strength of the many strength of the many of the many strength of the many of the many strength of the many strength of the many of the many of the many strength of the many of the many

ctive Quake II-style 3D roleplaying adventure set in the near future,



DOGS OF WAR DOGS OF WAR

Take2

160 years into our future, mankind has colonised other planets, turning them into mining colonies. The arrival of an alien race upon the borders of mankind's Imperium saw war errupt. Over 35 unit types, land and air based, 200 individual units split between three opposing forces, experience the battle from any perspective. Statellite surveillance or through a sinjer's fife sight. 20 huge single-player levels. Fully-motion captured infantty and units, ray-traced landscapes. 18th Requires. Windows 95, Pen II 266, 32mbRAM, Voodoof 1 equir 301, card, 16 IBM, \$82.15. itSound, CD-IBM -\$82.15 Winds ROM.

idSoftware Now available for DOS and Windows '95. You continue to play the tough Marine. You beat the bad guys in DOOM I, but now they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain doom. Requires: 2spcD-ROM, 386/33+, hard disk, 4mbRAM, VGA.

DUKE NUKEM 3D

GR-erlease of one of the original Doom-style games. Set in futuristic Los Angeles, you play the part of Duke Nukem as he takes on hordes of vite alleins. 28 levels with eventually see you on the moon 10 hi-lech weapons; you can run, jump, crawl, swim, jetpack, lay mines, etc. Total Pentlum support gives hi-res SVGA graphics. Also has a level editor, Has Duke Nukem I & II. IBM Requires: 486, 6mbRAM. IBM - 321.30

DUNE 2000

Westwood
Dune 2000 is a completely re-done Dune II, specially designed for today's computers.
Dune 2000 offers all the familiar units of the original: Deviators, Fremen warriors, the
Sardaukar, Sonic Tanks, Ornithopters and many more. Players can lead the noble
Atreides, the sneaky Ordos or the evil Harkonnen. This top-down wargame features
over 40 missions and full motion video briefings, new strategies, special effects and
music. Supports B Bit and 16 Bit hi-res color, and supports multiplayer. IBM Requires:
Part 90, 16mBAM, Windows 95, 4spCD-ROM 16bit SVGA.

IBM - \$32.85
Dune 2000 Prima's Official Strategy Guide
\$32.85

EARTH 2150
The first real-tilme strategy with total 3D warfare, ie, new generation Command & Conquer, Nuclear holocaust has devastated the Earth, and 3 surviving factions battle for the dwinding resources. With spectacular 3D visual effects and pieces, deformable terrain, active climate, six different multiplayer modes for up to 8 players on the internet, step-by-step tutorials, 3 different multiplayer modes for up to 8 players on the internet, step-by-step tutorials, 3 different multiplayer modes for up to 8 players on the internet campage missions & a high-action stemmish mode. Build forfider bases, build air and armored units, ships, even dig turnets for surprise attacks. (BM Requires: Virticove's 10 players 10 pl



Earth 2150

EMPEROR OF THE FADING SUNS
From the roleplaying game, Fading Suns. A bold, Gothic world where advanced technology has plunged the galaxy into a new Dark Age. Explore new planets, research forbidden technologies and control the growth of an empire. Colonial outposts come to life through fully realized environments teeming with trade and treachery. Continually evolving storpline provides multiple ways to win. IBM Reculies: Win 95, 48666. 16mbRAM. 2spcD-ROM, hard disk.

FALLOUT

A roleplaying game. 1,000 people have been living in a fallout sheller for 80 years following a worldwide nuclear holocaust. But the water recycler has broken down, and you are chosen to go to the surface to find a computer chip to fix it with. Gorgeous semi-top-down 3D graphics there are 50 mini-quests with multiple solutions taking you through devastated wastelands. IBM Requires: Pentium 90, 1megSVCA 16mbRAM, CD-ROM, hard disk.

\$21.90

FALLOUT 2 Interplay A roleplaying game. It's been 80 long years since your ancestor trod across the wastelands. As you search for the Garden of Eden Creation Kit to save your primitive village, you path is strewn with crippling radiation, megalomanian mutants, and a relentless stream of lies, deceit and treachery. With Super-mutants, robo-dogs, and folusl, bigger, smarter, nastier enemies. Fall in love and even get married. Over 100 new skills. IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM, Windows 95.

IBM - \$32.85

FIRETEAM
This game can only be played online. Prepare to experience the greatest escapade you have ever known. On isometric 3D combat stages, you and your squad will confront up to two opposing teams of four players. Using the headset and microphone that come with the game and the Firetalk technology, you will be able to communicate in real time with your team members to work out collective attacking strategies. 3 characters to play — scout, commando, gunner. Range of near-futuristic weapons, each match is ten minutes. IBM Requires: Pen 166, Internet access, 32mbFAM, IBM - \$80

GALACTIC CHALLENGE

Four sci-fl games in one pack, being Star Control I where humanity is about to be destroyed by a savage coalition of alien races; Star Control II where the war is over and humanity can now explore and colonise 500 stars with 3,000 planets. Renegade Battle For Jacob's Star where you command a squadron of startighters in the Renegade Legion universe, and Gateway where a portal has opened to a place fraught with danger and wonders. IBM Requires486/66, CD-ROM, MIDRAM, SVGA.

GORKY 17 Metro
NATO intelligence reports that the Russian military has destroyed one of its own
cities, Gorky 17. A year later, NATO finds a myterious research laboratory in a
demolished Gorky 17 complex. Days later, the streets are teeming with hordes of
grotesquely deformed creatures. Troops seal off the area and a team of 3 NATO
specialists are sent in... A 3D adventure with a chilling story of horror and scit,
spectacular cut-scenes, eerie soundrack, fully 3D real-time creatures. IBM Requires:
Pen 200 with MMX or Pen 166 with 3Dcard, 32mbRAM, 4spCD-ROM, Windows 95

BISM - 335 00.

HEAVY GEAR

Activision
Based on the Heavy Gear roleplaying game, leaves all others behind! You can build
a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the 16
provided Heavy Gears.. IBM Requires: Win 95, Pen 90, 16mbRAM. SVGA. 4spCD-ROM. hard disc. Prima's Unauthorised Game Secrets of Heavy Gear

HEAVY GEAR II
Based on the Heavy Gear roleplaying game, this new, extremely improved version of the game, has been rebuilt from the ground up. With special ops stealth squad missions, indoorfoutdoor missions, enemy forces adapt to your tactics, bettle swamps, even on the outhull of starships With an all new game engine that allows faster combat. Game play graphics are truly stunning, IBM Requires: 3Daccel, Pen 166, Windows 95, 64mbRAM, 4spCD-ROM, 2mbSVGA.

IBM - \$54.80
Official Heavy Gear II Strategy Guide

HALF-LIFE
A stunning Quake-style 3D adventure game. It was just another day at the office, unity orur science experiment blew up in your face. Now, with aliens coming through the walls, a military death squad killing everything in sight, and your colleagues all dead, your escrambling to stay alive. Featuring advanced Ali mikhich enemies work together in teams to hunt you down, monsters feature fluid and intricate motion, scripted animation sequences, computer characters who work with you and help you; there is a level editor, and challenging obstacles such as train tracks and conveyor betts. IBM - \$30.00 Half Life Prima's Official Strategy Guide
HALF-LIFE Game of the Year Edition A special edition that includes the full game of Half-Life plus Team Fortress, a special multiplayer game for playing online or over LAN, where your team of nine characters goes up against other teams. Each role has unique weapons, items, ablitiles and style of play, they are medic, soldier, spiper, engineer, scout, demoman, heavy weapons guy, pro, and spy. IBM Requires:

Pen 133, 24mbRAM, 16bitSVGA, Windows 95.

IBM - \$32.15

HALF-LIFE Opposing Force Expansion pack returns you to the Black Mesa Research facility as one of the military specialists sent in to eliminate Gordon Freeman. You lead a squad of soldiers, explore areas of the facility not seen before, stunning graphics, heaps of alien beastles, etc. HOME WORLD Sierra

HOME WORLD
Command a massive star fleet on an epic journey home, as your race embarks on a mass exodus from its colonised world. With 16 single-player missions or play on-line with up to seven others. Choose unit types, fleet formations, and flight tactics for each combat group; utilize advanced research to construct 54 ships ranging from light flighters to huge carriers; explore super detailed galactic regions from asteroid fleids to nebulae. Weapons include mines, ino cannons, missiles, etc. IBM Requires: Pen II 233, 32mbRAM, 4spCD-ROM, 4mbSVGA, Windows '95.

IMPERIUM GALACTICA II Alliances
The ultimate in empire-building action. Conquer space and reign supreme with most massive real-time strategy game ever. 4 full CDs worth of warfare, 3 unique playable races, randon storyline generator, build, manage, and defend your empire's colonies on 80 different planet surfaces, design your own battlefleet, pick the best weapons for the mission, upgrade your fleet, up to 8 players can battle over the internet, diplomacy. & espionage. IBM Requires: Pen 233, 30IM, 4spCD-ROM.

IBM - \$87.65

Jedi Knight - Dark Forces II plus Mysteries of S

Jedi Knight - Dark Forces, the Doom-style 3D Star Wars action game

Kyle Katem is a young mercenary sent to infiltrate the Empire. He embarks on a

quest into his past and learns the mysterious ways of the Jedi. With this knowledge,

he must stop seven dark Jedi from unlocking the powers of a hidden Jedi burial

ground. Each of the seven dark Jedi have their own special characteristics - one
fights with two lightsabers. The most exciting new weapon is the lightsaber. Basic

force powers include enhanced jumping, seeing through walks, healing powers

telekinesis, etc. Looks fantastic. This version includes Mysteries of the Shw.

4spCD-ROM, TembRAM, hard disk, Pentum 96, mouse, SYGA. IBM \$76.80

KLINGON HONOR GUARD KLINGON HONOR GUARD
Plunge into the Star Trek universe in this fast-paced, high-action, first-person shooter using the Unreal 3-D engine. As a member of the elite Klingon Honor Guard, you must find out who attempted to assassinate Gowron. With 20 huge missions in 7 Star Trek settings, including a Bird of Prey, 10 unique weapons, 24 formidable enemies including monsters and other klingons, deathmatch capable, hand-to-hand weapons including Bal-teth. IBM requires: Win 95. Pentium 166. 32mb RAM. 2mbSVGA. 4spCD-ROM, hard disk.

MARTIAN GOTHIC Unification

Vibes
A futuristic, third-person horror adventure set on the hostile, alien landscape of Mars.
Controlling an investigative team of three, you must unravel the mysterious events of
the Martian research station, Vita 1, and overcome hazards, obstacles and any other
unforseen dangers by utilising each character's unique skill-set. Thanks to an
ambitious game engine feature not one but three main characters, this game blends
elements of action, adventure & RPG for a truly chilling experience. IBM Requires:
Pen II 266, 32mRAM, Amb3Daccel, 4spCD-ROM, Windows '95.

MASTER OF ORION II

MASTER OF ORION II MASTER OF ORION II

You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects, subterraneans, psilons, humans, etc. When you meet other players you can ally them, conquer them or you can form trade or tech research agreements. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different structures on your colonies. IBM Regulires: 486/100+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard.

MDK 2

BioWare
The assassin with a sniper rifle in his helmet is back! Teamed up with the genius Dr.
Hawkins and a six-legged gun-toing robotic dog. Together you must out-sneak, out-blast and out-think your enemies. Play as all three characters, each with their own distinct style; save the world with unique gadgets like the Black Hold Grenade. Ten massive environments to explore in this wacky world. Capitvating and humorous storyline. Sniper mode lets you shoot an enemy in the eye from over a mile away.
3Dfx 8bm Voodoo card, Windows '95, 8spCD-ROM.

IBM - \$73.95

MECH COMMANDER Gold

Enhanced version of MechCommander that has six new mechs, the original 30 missions plus 12 new missions on the planet Cermak. New waypoint navigation system lets you position your mechwarriors with great precision and control. The first Battletech game of tactical combat. With an engine similar to Red Alert, you command many mechs instead of just one. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas x You can salvage, repair, and use captured enemy mechs. You command up to 12 mechs. Repair, upgrade and organise your entire unit. Buy new mechs, weapons and plots with resource and organise your missions also become the second point of the second point o

Mechwarrior II: Titanium Trilogy 3-D Accelerated
With both the classic and 3-D accelerated versions of Mechwarrior 2, Mechwarrior 2
Mission Pack, and Mechwarrior 2 Mercenaries. And does the game look different with
the 3-D accelerated graphics running! Also features a new graphics engine,
continuous non-linear missions for endless hours of gaming, smoking missiles,
burning ruins, new weapons, ten very realistic worlds, etc. IBM Requires: Pentium
100, (133 for 3D accelerator). 16mbFAM, 2spCD-ROM, SVGA, Win95.
\$22.00
Mechwarrior II Complete game in CD-ROM case only.
\$16.45

MECHWARRIOR III

Activision
A huge step-up from Mechwarrior II. Includes deformable terrain—the buildings have destructible geometry, artillery shells pockmark the ground, the mechs even leave destructible geometry, artillery shells pockmark the ground, the mechs even leave destructible geometry, artillery shells pockmark the ground, the mechs even leave the standard of the shell s

campaign, 6 new BattleMech chasis, 5 new weapons, night missions, and, you can play an elemental JBM, Requires Pen 200, 32mbRAM, 2mbSVGA IBM - \$32,85 MECH COLLECTION Contains Mech Commander Gold, a fantasitic tactica combat game of Battle Tech warfare, Mechwarrior III, and Mechwarrior III Pirate's Moon Expansion Pack. IBM Requires:: Pen 200, Windows 95, 32mbRAM. IBM - \$62,50

MESSIAH

How does baby angel Bob wearing only a nappy get through a locked security door?

He possesses a host, damn, this worker can't enter the area either. He can, however, lower a five for land on a nearby worker and cause a big commotion. This causes a medic with sufficient clearance to rush into the area, whom Bob quickly possessess, medic with sufficient clearance to rush into the area, who may be depressed and can possess and control over 40 different characters from glant armor behemoths to fury rats. Has unlimited level size and animations. Your goal is to find Satan. Over 10 weapons: IBM Requires: Pen II 233, 8mb3Daccel, 64mbRAM.

MISSILE COMMAND

Atari

Completely revamped version of the classic arcade game, The Earth is under from alien missiles, and you have to defend Earth's cities from wave upon wave of these hostle missiles. Two modes of play, classic or ultimate Great 30 graphics and animations, fantastic new worlds, weapons, enemies, power-ups, counter-strike capabilities let you tim back invession, single or multiplayer (over modern, internet).

BM Requires: "Pen 133, 32mbrAM, 2mbSVGA, 4spcD-4KM. IBM-354.60

MORTYR 2093 - 1944

A Quake II-style first-person 3D shoot-em up that puts you in the role of a renegate mercenary from the future, sent back to the pivotal days of World War Two on a dangerous and unorthodox mission to change history forever — by giving Hiller's Nazl's a lesson they won't foreget With 21 huge levels filled with intelligent enemies; powerful and realistic weapons, those of WW2 and of the future; fight enemies from the past and future; solitaire or multiplayer with co-op, destimation, capture the flag. IBM Requires: Pen 200, 32mBRAM, 4spCD-ROM, Windows 35, 4mBM-593.00

PHOENIX Deep Space Resurrection

A new-style of space combat 'shooter' where you take the role of Beck, a pilot in the space police force. His adventures lead him into a dark underworld of sinister characters. Fly a vast array of spacecraft in a variety of missions, interact with other pilots, equip your ships with your choice of weapons, experience a plot structure that takes different paths through the game, and enjoy an atmosphere where no-one is as they seem. ISM Requires: Pen II 266, 64mbRAM, 4mbSVGA, Windows 95, 598.60

QUAKE
First person shoot-em-up. It's not far in the future, and scientists develop a Slipgate
Device. But an alien terrorist instigates a war via Slipgates before our technology is
perfected - and his name is Quake. Man plans to strike at Quake and take the war to
im - but Quake strikes first. The military headquarters is overrun, and you are the
only survivor. But you fight your way to one of Quake's Slipgates - and now you are
taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw
your way through level after level. And the details on all characters is fantastic, even
when the enemy are closs, the SVOA still present a detailed, focused mage. IBM
Requires. Pennium or 48DX100, CD-ROM, SVGA, hard disk, Emegrania.

QUAKE The Offering Contains Quake, Quake Mission Pack I, and

QUAKE II
This is the best Doom/Quake game I've ever seen. For starters, the game is saudally playable. Without using any cheats or even a hint book. I have bearne is saudally playable. Without using any cheats or even a hint book. I have bearne is saudally playable. Without using any cheats or even a hint book. I have bearne is every level - you don't have to find secrets in order to progress to the next level. The game contains many missions, with each mission containing from two to ten levels each. So far I've completed around 50 levels/comlexes and the end is still nowhere in sight. Graphics are stunning, game play is totally satisfying. What you do in one level can affect another one. Features superfor artificial intelligence. Enemies, which are mostly combat cyborgs, can evade your attack, strategically position themselves for ambushes, and hunt you down. Hear distant explosions, rockets fying past your have been yellowed to be a strategically position themselves have been yellowed to be a strategically position themselves have been yellowed to be a strategically position themselves have been yellowed to be a strategically position themselves to be a strategically position themselves to be a strategically position themselves to a strategical idSoftware

4spCD-ROM.

S32.85

Quake II Hint Book Prima's unauthorized guide to Quake II, including cheat codes, all the maps, all the secrets, etc.

\$22.85

COORs, an ute image.

QUAKE III Arena
This latest Quake has been made specifically for multiplayer play, but you can still play it solitaire against computer controlled 'bots' with AI so cunning that you'll have a hell of a time trying to beat them — you must recognise their unique fight-style. Multiplayer has 26 challenging maps with secrets, traps and hazards. The word has been warped by evil influences, and has volumetric figs, specular lighting; there are 30 different characters that you can be, each with various strengths and weaknesses. Then different weapons, Internet play is a realy buzz. IBM Reguins: Pen 233 with 8mbSVGA or Pen II 266 with 4mbSVGA, 64mbRAM, 4spCD-ROM. IBM - 499.60
Prima's Official Strategy Guide to Quake III Arena Full color.

SSG

REACH FOR THE STARS

The immensely popular Reach for the Stars, (used to be available on the C84 and IBM) is being completely re-done for today's generation of computers. This is the ultimate epic galactic strategy game. Has a huge campaign and more than 30 scenarios, with unlimited gameplay with random scenarios. The computer AI is cunning and ruthless. Tactical combat with control over fleet formations, tack/defense orders and standing orders. Combat occurs as fleet engagements, planetary bombardments and invasions. A truly dynamic research and technology trees, combat and economic advantages. Also objective, and a scenario editor. IBM Requiess. Fen 200, demokAM. AspCD-ROM. Due Oct.

SEPTERRA CORE Legacy of the Creator

A fantasy roleplaying game in Japanese manga syle. At the very heart of Septerra

Iless the Core, a huge blocomputer. Seven continents at different elevations, each with

its own people and culture, orbit around the through the three continents and the proof of the

its own people and culture, orbit around the three continents and fire proof of the

seven levels together, all files is threatened. You leed Maya and fire proof of up to

8 in this varied storyline, over 140 characters, strategic combat system, 120 spells,

over 200 locations to explore, hundreds of different actors voices. IBM Requires:

Windows '95, Pen 200, 32mbRAM, 4spCD-ROM.

Windows 95, Pen 200, szmbrwin, \*\*spectrom.\*

SHOGO Mobile Armort Division
A great looking Quake II-style game with a difference, you can play this one on foot or from inside your suit of powered armor, the MCAs, which runs, jumps, ducks, strafes, swims, and transforms into a hovertank. It is just as agile as the human pilot, but can do everything five times better. With four transformable power armor suits to bilot, anime-inspired characters and storyine, true 3D environments, over 30 enemies to fight, the storyline and goal-based mission structure evolves based ovur actions. 18 weapons, full DirectSo support IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows 95, 3D 4mbVideo card for machines slower than Pen 233.

SIN

Activision
The CEO of SinTEK Industries has released a DNA-altering drug which is converting
people into genetically-engineered mutants into her own personal army. You are a
prominent private protection agent, and now go head to head with Sin and her army,
in this Cutake-1 style 3D adventure. Features different puzzles and new routes each
time you play, new dangers and intelligent beings in every mission. Weapons include
remote control devices, sinjer rifle with zoomable scope, experimental weapons;
access computer terminals, control security cameras, etc. Looks greatel //3M Requires.
Sin Mission Pack: Wages of Sin Seventeen new missions. 450.00
enemies, seven new weapons. Battle through "live" words, including the new bad
boss Manero's Casino Hotel, Shipyard, and mutation research facilities. \$21.00
Infogrames

SLAVE ZERO

Across the city, worlds collide — mammoth, biomechanical monsters tear at the sky, and the earth shakes with the full fury of a brutal battle. These are the warriors of the future, when war escalates to massive proportions and the immense power of destruction engulfs the streets. 16 city-spanning missions, car crushing, environmental interaction, rading 3D graphics and sound. Multiplay over the internet, LAN, or modem for head-to-head. IBM Reguires: Pen 233, Windows 93, 2018.

IBM - \$82.15

STARCRAFT

Bilzard

WarCraft goes to the stars! in StarCraft, the only allies are enemies. Uses Warcraft's
wonderful game engine, also used by games such as Red Alert. There are three
unique alien species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg,
unique alien species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg,
unique alien species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg,
terrans to protoss, or description of the special protoss, or description of the special protoss. The special protoss or entire campaigns with unrivated options and case.
Revolutionary special effects. Real-time light sourcing, true line of sight and an
advanced translucency engine combine for unparalleled visual and tactical realism.
Multiple theaters of battle: engage in a deadly mix of space combat, planetary assault
and covert base infiliration. Command Ghost Espionage Agents, Protoss High
Templars, and Zerg Defilers as you seek to conquer the galaxy. I played one
multiplayer game with a friend, and I'm hocked now! I've begun the campaign as
Humans, and wave upon wave of insectoid Zerg are currently overrunning human

world after world. IBM Requires: Pentium 90, Win 95, 16mbRAM, 2spCD-ROM, SVGA, Hard Disk.

STACTART Prima's Official Strategy Guide

STARCRAFT BATTLECHEST Includes Starcraft, Brood War, Starcraft Strategy Guide and Brood War Strategy Guide, and free access to Blitzard's BMT-S8T-65. Strategy Guide and brook in Battle, etg amming service.

STARCRAFT BROODWAR Adds an entirely new campaign, plus new units such as Terran medics, protos air-attack fighters, Zerg diggers, etc.

\$32.85
Interpolay

as Terran medics, protos air-attack fighters, Zerg diggers, etc. \$32.85
STARFLEET ACADEMY
Interplay
Interplay
It's here at last - now you can sit in the captain's chair of the Enterprise and engage Klingon D-7 battlecruisers! Now you too can be Kirk or Sulu, commanding the Enterprise from the norm the old TV series, the Enterprise from the movies, or the Excelsior, or the Reliant. You go head-to-head with Klingon Bird of Prey, D-7 and D-7A, a new Klingon shir that you have no stats on, the Romulan Warbrid and Garuda, let There are a total of 30 different ships in the game. Graphics are breathtaking, and include toolage of the original Star Tree Actors. Includes a cute 30 cardboard flight controller toolage of the original Star Tree Actors. Includes a cute 30 cardboard flight controller introductory missions to teach you the game, plus you can design function. Included introductory missions to teach you the game, plus you can design function. Included Start Peter Academy: Chekov's Lost Missions Contains a collection of seven new missions designed to specifically challenge your skills, leadership and tactical training. Features 2 new net games, external views, tutoring by Chekov and Sulu.

STARLANCER

Microprose
From Erin and Chris Roberts, creators of Wing Commander. After the Eastern Coalition
launched a suprise attack that killed hundreds of Western Alliance service men &
women, the 45<sup>th</sup> Volunteers Squadron — including you — has been formed. As a spacefighter pilot. missions range from escorting, attacking enemy space stations, etc. Pilot
12 different fighters, over 20 weapons, dramatic story with computer generated
cinematics, over 25 missions, stunning 30 graphics, and a living universe. (BM
Requires: Pen 200, 32mbRAM, 8spCD-ROM, SVGA, Windows 95. IBM - \$90.00

START REK: Armada
The Borg have returned! You are in charge of either the Federation, Klingon, Romulan
The Borg have returned! You are in charge of either the Federation, Klingon, Romulan
To Borg ships that will wage war in apic battle. Bulld starships, construct opace
stations, research special weapons. Also a Klingon rowli war, Romulan subterfuge and
the Borg's search for perfection. Elude your enemy by using one of the five kinds of
nebulas to conceal your forces. Assimilate enemy vessels and use their own ships
against them. This is a real-time 3D strategy game. You command up to 30 ships at
one time. Will you concentrate on building massive fleets or spend more resources
on developing technology. There are 28 action-packed missions. Looks fantastic I/BM
Requires: Pen II 200, 32mbRAM, 2mbSVGA. 4spCD-ROM.

IBM - \$82.15

STAR TREK: Birth of the Federation

Now you can control an entire Star Empire set in the Star Trek Next Generation
setting. You can play either Federation, Klingon, Romulan, Ferengi, Cardassian, plus
dozens of minor races such as Bajor, etc. You start off with your home world, in a
galaxy that you can set as small to large. Explore other systems, colonize them,
develop industry, develop dozens of types of technology in six fields. Construct,
maintain and refit Starship fleets and engage in turn-based 3D space combat. IBM
Requires: Pen 166, Windows '95, 16bit 2mbSVGA, 4spCD-ROM, 16mbRAM.

554,80

Birth of the Federation Official Strategy Guide

STAR TREK CAPTAIN'S CHAIR Using photorealistic duickTime VR technology, Captain's Chair puts you on the bridge (and behind the panels) of your favorite Star Trek ship, including the spectacularly recreated original series Enterprise NCC-1701-D; E. the Defiant and Voyager. IBM: Windows, Pentium 90, 16mBRAM, 2spcD-ROM, SVGA, hard disk.

STAR TREK CONQUEST ONLINE

Activision
This is an online internet game. You play the part of a 'Q', and manipulate an exotic
array of characters and ships from the Star Trek universe, while outhaneuvering
opponents in a strategic contest of territorial control, much like the game Risk. Don't
forget to use trickery and deceit. Play anytime, on many skill levels, with no monthly
fees. Over 150 Star Trek pleese to use as obedient pawns. IBM Requires: Internet
connection, Pen 75, 8mbRAM, 800x600 SVGA, 4spCD-ROM.

IBM - \$50.60

STAR TREK ENCYCLOPEDIA Version 3.0

Updated version, The interactive reference to the entitle Star Trek history thu far, is available on this four CD-ROM set. Has more than 3,000 photos, more than 400 video clips. Covers the events, races, planets and stars, weapons and tools, medical equipment and main and supporting characters from the original Star Trek series, Next Gen, DS 9, Star Trek Voyager, and first seven films. IBM Requires: Win 35, Pan 30, 16mbRAM, 2spCD-ROM.

STAR TREK GENERATIONS MP 

STAR TREK GIFT SET
Contains four Star Trek previously released games/features. The Star Trek
Omipadia with thousands of text, diagrams, photos and video entries; The Star Trek
Next Gen Episode Guide with trailers from all 177 original shows; the Star Trek Next
Gen Interactive Technical Manhere you can have an official inspection four of
the Enterprise; and Star Trek Klingon Larguage Lab with 24 minutes of power
Klingon, taught by Michael Dom, of course. IBM Requires: 486/66, 8mbRAM, 280CDROM, SVGA, hard disk.

STAR TREK HIDDEN EVIL

A Star Trek 3D roleplaying adventure following on from Star Trek Insurrection.

Explore a mysterious ancient civilization in immense 3D environments as you try to stop the Federation's archeneny from harnessing the incredibly destructive powers of a coveted genetic seed. Mission based action welcomes players of all ability levels in an adventure of stealth and combat. IBM Requires: Pen 200, 32mbRAM, SVGA.

398.60 STAR TREK HIDDEN EVIL

SIAN I REK KLINGON

SS
This re-released at a lower price live acting adventure has 90 minutes of original Star Trek footage on a 3 CD-ROM set, and was directed by Jonathan Frakes. You play the role of a young Klingon warrior whose father has just been murdered in his own home. Helped by Gowron, you have to find the murderer and close the circle of vengeance. IBM Reguires: 486/66, 8mbRAM, SVGA, 2spCD. IBM - \$32.85 STAR TREK KLINGON

Star Trek meets Star Craft. A secret Romulan test has gone awry, creating dozens of new planetary systems rich in variable resources, within the Neutral Zone, and Kingon, Federation and Romulans all rush in to colonise and claim the new worlds. But a species thought lost for millennia also appears. Now you can experience Star Trek on land in full 3D with this real-time strategy game. Command a vast fleet of powerful combat vessels and colony units, construct structures; play as either Fed, Romulan or Klingon in 42 missions; crew members evolve and grow with each mission; encounter 3 new alien species, multiplayer up to 3 players. IBM Requires: Pen II 300, 64mbRAM, 3Daccel. STAR TREK: NEW WORLDS



Star Trek New Worlds

STAR TREK: NEXT GENERATION A Final Unity
With all the crew of the Enterprise, with digitized graphics and voices of the real cast.
The crew is all here. You hear Riker report that a ship is speeding through the
forbidden Neutral Zone. Data announces it is a Gardilan vessel. Troi explains the
Gardilans may be on friendly terms with the Romulans. Captain Picard orders an

intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. IBM Requires: 486+, CD-ROM. BMRRAM, SVGA, hard disk.

STAR TREK OMNIPEDIA S&SI SASI TREK OMNIPEDIA

The comprehensive, voice activated electronic database to the Star Trek universe.

Utilizes photoes, video, graphics text and audio to bring to life thousands of indexed
entries, cross-referenced from the three TV series and six classic feature films,
includes charts, maps, starship diagrams, 3D realistic renderings, etc. Includes a free
Star Trek Omnipedia hat, and a Star Trek Epics Collection on Audio. IBM Requires:
486 or SVGA, Microphone (to use voice activation option), 2spCD-YOM, 8bm/RAM.

STAR TREK: Starfleet Command Gold Edition
Interplay
Strategic game of Star Trek starship combat. Experience a 30 year campaign that
takes you from L Commander of a frigate to a Rear Admiral in control of a task force
including destroyers, cruisers & dreadnoughts. Based on the boardgame Starfleet
Staffleet is an amazing real-lime space combat experience. Over 50 unique
campaign missions and individual scenarios. Over 50 hull designs, repair and refit
stips between missions, multiple tutorials. This Gold Edition features 30 new
missions. IBM Requires. Pen 200 or 166 with 3DAccel, 32mbrAM. IBM - 395.10

Activision

Ke-III engine frag-lest 3D first person shooter set on Voyager Woyager is

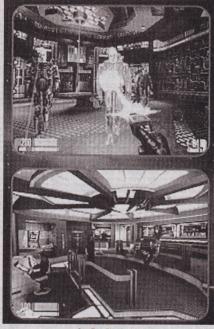
proted into a null space infested with danger. You must defend the ship from a

scavenging alliens, then infillirate a Borg cube and derelict vessels to eradicate

ser Hae-10 interes single missions and 16 multipleyer arenas-fight alongside

ser Hae-10 interes single missions and 16 multipleyer arenas-fight alongside

syer includes deathmatch and capture the flag. Watch and flow processing the second service of the second service in the second second service in the second second service in the second seco STAR TREK VOYAGER Elite Force



Star Trek Elite Forces

STAR WARS Episode I The Phantom Menace

LucasArts
A 3D adventure where you take the roll of Obl-Wan Kenobi, Qui-Gon Jinn, QueArmidala and Captain Panaka. Play through the events of the film, plus go to
engaging side-quests that go beyond the story from the film, use the powers of the
force, lightsabers, and blasters. Explore beautiful Naboo. wander the streets of Mos
Espa, burney through the skylanes of Conuscant. Interact with hundreds of creatures
from the movie. IBM Requires. Pen 200, 32mRAM, 4mB3Daccel, 4spCD.

Star Wars Episode I Phantom Menace Official Strategy Guide \$32.85

STAR WARS Episode I RACER

A pod-racer simulation. Relive all the excitement of podracing in the movie as you fly to 950kmpl Race in furious competition against 21 opponents, visit 21 tracks on 8 worlds, avoid hazards, spectacular 3D environments, sound effects taken straight from the movie, multiplayer through LAN. IBM Requires: 4mb3Daccel, Windows 95, Pen 166, 32mBRAM, 4spcD-ROM.

STAR WARS FORCE COMMANDER

Do you have what it takes to command a battation of AT-Ats? Or to defend the Rebel Stronghold at Hoth? This is an intense real-time strategy game of Star Wars ground combat. As you weave through the epic storyline, lead the Empire's monolithic military might and the ragtag but resourceful Rebels. Realistic terrain, over 70 Star Wars units, 24 single-player & 35 multi-player missions, view the battle from any ragle, at a safe distance or up close and personal. Battle over Yavin to Tatolonie, etc. Arguines. Far 256. 64mb7AM, 85mc0accab, ApcCD-ROM. IBM - 455.00

Prima's Official Strategy Guide to Star Wars Force Commander \$27.40

STAR WARS ROGUE SQUADRON 3D

LucasArts
After destroying the Deathstar, Luke and Wedge form the Rogue Squadron, a group
of 12 of their best startighter pilots. You play the part of Luke, to engage in intense,
fast-paced planetary ground-to-air and air-to-air missions, dogfights, search and
destroy, recommissance, bombing runs, rescue assignments, etc. A stunning game
utilizing the lastest 3D hardware. Fly X-Wings, X-Wings, 4-Wings, in 17
missions. Battle Tie Fighters, Bombers, Shuttles, Walkers, etc. Jk-Wings in 17
missions. Battle Tie Fighters, Bombers, Shuttles, Walkers,
Windows 95, Pen 166, 32mbrAM, 4mb3Dh. Card, 4spcD-ROM, hard dok.

Windows 95, Pen 166, 32mbrAM, 4mb3Dh. Card, 4spcD-ROM, hard dok.

System Shock 2

A Quake II-style sci-fi horror. You awake aboard a derelict spaceship, with an implant in your mind that has erased your memory. All of the ship's crew are dead, but an alien material is slowly oozing all over the ship, turning the dead crew into zombies. And then you begin to encounter horrific creatures. But behind all this terror lies the evil cyber-being Shodan. Up to four player multiplayer lets you co-operate!! with each other to overcome Shodan. IBM Requires: Pen 200, 16bitSVGA, 32mBRAM, 6spCD-ROM, Windows '95, 4mb3Dcard.

ROM, windows 50, "minorating to the TacHYON The Fringe An impressive sci-fi flight simulator. You are a mercenary combat pilot in the 26th century. You decide where you go and what missions you will fly as you explore the vast and richly inhabited universe. Flight in furious space battles around the largest capital ships and space stations ever created in a space game. Explore the multi-sided in-game storyline. You can customize any of 11 distinct starships with a variety of weapons and systems. Multiplayer over the internet. Great graphics. IBM Requires: Pen 200 MMX with 3Dcard, 8mbSVGA, 64mbRAM, 4spCD-ROM. IBM - \$76.70

Responding to desperate pleas of a mysterious character from another dimension, your soul must enter the dark and futuristic city of Omikron. An epic adventure with puzzles to solve, intensive storyline, a huge living environment in real time 3D with

# 44 - Computer Games

hundreds of passers-by and vehicles to interact with. 220 minutes of dialogue with real time facial motion capture. IBM Requires: Pen233, 32mbRAM, 4mbSVGA 4spCD. \$82.15

I'HE X-FILES GAME

An adventure game using live-action film, including David Duchovny and Gillian
Anderson. You play the role of Craig Willimore, assisgned to assist Special Agents
Mulder and Scully in their latest investigation into paranormal activity. Follow a trail of
elusive clues; will through evidence at crine scenes, use a wide variety of standard
issue FBI equipment and tools, some scenes, use a wide variety of standard
solve the case of the standard of the standar

Prima's Official Strategy Guide to The X-Files

Cavedog A Red Alert-style game. What began as a conflict over the transfer of consciousness from flesh to machines has escalated into a war which has decimated a million worlds. You fight 50 single player missions, controlling and fighting 150 different units, over a variety of worlds including snow, open water, lava, high mountains, and metal worlds. Features realistic 3D firing trajectories using true physics for cannons, missiles, rockets and nukes; control the see with a full complement of advanced naval units; true 3D terrain that can be climbed over and used to advantage; and great explosions! IBM Requires: Win 95, Pentium 100, 4spCD-ROM, SVGA, 16mb/PAM.

IBM - \$32.85 TOTAL ANNIHILATION

UFO Enemy Unknown & Masters of Orion Sensible Reprint. You are in control of X-COM, the world's secret organisation formed to fight the ever increasing alien menace. Shoot down UFOs, investigate c crash sites, analyse alien items, build new superweapons, save the Earth Also has the complete game of Master of Orion I. IBM Requires: 386, 2spCD-ROM, 4mbRAM, sound card. \$11.50

olete sci-fi computer games. Blade Runner, Dune 2000 and Wing cy. IBM Requires: Pen 166, 2mbSVGA, 32mbRAM.IBM - \$44.00

Commander Propriecy, rain requires

UNREAL TOURNAMENT

This is currently one of the most popular online computer games, which can also be played solitaire against the computer. For solitaire, seven computer tearmates assist you against eight computer enemies— and you can practice on any of the fifty! levels without having to complete earlier ones. Levels include galleno n ship, Egyptian tomb, submarine, speeding train, space castle, etc. Looks fantastic! You can customise yourself and your tearmates from 300 possible combinations. When you was to the complex of the comp

WARHAMMER 40,000 CHAOS GATE

SSI

Command a squad of up to 20 Ultramarine Space Marines and pursue the evil Chaos horde through the Warhammer 40,000 universe. This is a squad-level, turn based tactical game that pits you against Chaos Lord Zymran, in an attempt to unravel the mystery of an ancient relic. You can immediately play the campaign game with 15 scenarios, or can practice and gain experience for your squad by playing random missions. There are a total of 50 Space Marines to choose from, including Terminators, Assault Troops and Devastions; You can build your own missions with he Massion Editor. Command vehicles such or can build your own missions with he Massion Editor. Command vehicles such or leading the special properties of the properties of the

WARHAMMER 40,000 Rites of War

WARHAMMER 40,000 Rites of War

Warhammer 40,000 with the Panzer General II engine The Eldar must battle endless hordes of Tyrandis. This is a turn-based strategy wargame with units twice the sizes as in Panzer General II, which are also animated when they move, fire and die. Easy to learn to play, but with heaps of deep strategies to develop. Has a 24 mission campaign, plus additional single and multiplayer scenarios that you can command as Tyrandis or Eldar. A Glory point system lets you build and customize armise with your choice of unit types, wargear and warnor skills. The better you do in each mission, the more points you earn. 70 beautiful Eldar and Tyrandi troopers, characters, and vehicles. IBM Regulres: Pen 200, Windows '95, 8spCD-ROM, 6-4mRAM, 8-48.81

e most configurable true 3D strategy game seen on the PC. Players compete against counfines in intense, variable knockout or playoff based tournaments. Compete with without resource management on a scalable landscape of your choosing. Variable fliplayer and singleplayer modes gives you more gameplay options. IBM Requires. 18th Against 18

X-Beyond the Frontier

Combines the longevity of the renowned Elite series with the spectacular technology of today's contemporary gaming. Stunning 3D environments, epic battles, diplomacy, construction, exploration and trading combine to create one of the largest games ever. You are the pilot of an experimental craft that accidentally drops you into an unknown sector of the universe. Your mission is simple, get home alive, and encounter different civilisations, engage in diplomacy, but if you ally one race, you may make enemies with another. IBM Requires: Pen 166, 32mbRAM, 30secto.

X-COM APOCALYPSE
The ultimate strategy Microprose X-COM APOCALYPSE
The ultimate strategy combat game. A substantial upgrade from the previous two X-Coms. You command the elite X-COM troops as they strive to investigate and repet an allen invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor You must discover the source of the invasion, penetrate the allen homeworld and destroy their control centre. IBM Requires: Pentium Tste, the ImBRAM, SVGA, CD-ROM, hard disk.

\$21.90

X-WING vs. TIE FIGHTER X-WING vs. TIE FIGHTER

Lucas
One of the gaaning advents of the year. At last you can go head to head against other
human players flying X-Wings and Tie Fighters. You can play against the computer or
2 - 8 human players over a null-modem, modem or the internet. Ety over 50 combat
missions in 9 meticulously enhanced Star Wars starfighters. Engage in meleas,
taking on all rivals, to see who is the best plitot. Choose your craft and your weapons.
Graphics are absolutely superb, and you don't have to pass some stupid flying
academy before you can do the real thing, but there are training flights you can take
that talk you through the various keyboard controls and weapons systems. You can
lay imperial or Rebel. Capital ships are beautiful but much lougher than there were
in the movies. Comes with 2 CDs for multi-play. IBM Requires: Win 95, 16ms.
55.00

AGE OF WONDERS

Fenantians

EMG

Prepare to return to a time when elves, dwarves and orcs inhabited the Earth, a time when mortal humans battled for survival against the mighty armies of darkness. Prepare for an adventure where you will uncover wondrous ancient artifacts, awesome magical power, and the secrets of the shattlered dark elven empire. Allows custom scenarios and single player campaigns. Twelve races with 14 units each. Over 50 heroes, 50 magical items, 100 spells. Turned based roleplaying game. IBM Requires: Win79, Pentium 166, 32mBRAM.SVGA, hard disk, 16bitSVGA. 330.00

ANCIENT CONQUEST The Golden Fleece

A real-time strategy adventure game set in the days of Hercules. You must find and bring back the Golden Fleece. With 14 missions in the campaign, 40 custom missions, build a nay of triremes, earn money from natural resources, fight against mythical Greek monsters and other monsters, fight Persians and barbarians, attract ancient heroes to your cause, build temples and develop 12 magic technologies, great naval battles, 3 difficulty levels, scenario editor. IBM Reguires: Windows 95, Pen 133, 16mbRAM, 2spCD, 16-bitSVGA.

IBM - \$54.80

ASHERON'S CALL ASHERON'S CALL

Microsoft
An online fantasy roleplaying/combat system. Venture into an in-depth, massively
multiplayer world of mystical combat, challenging strategy, and suspenseful
exploration. Journey through a labyrinth of subterranean catacombs filled with
parlious secrets. Enter the untamed wilderness. Huge environments, over 500 square
miles. A unique allegiance system encourages experienced and new players to team
up. The world is constantly evolving, spells, vou can create your own unique
horarcater, plus hordes of different monsters. IBM Requires: Pen 166, Windows '95,
32mBRAM, modem, internet access, 800x600 SVGA.

BLACK MOON CHRONICLES

With a Warhammer Fantasy-feel, this is a fantasy wargame of army combat astrategy in a world of magic and mayhem. Command hundreds of flighting units at any one time in gigantic battles. Assign troops to larger formations. Has four different nations you can plya, Empirer, Justice, Light or Black Moon, each with its own units, buildings, weapons, etc. Map and level editor allows you to create new and varied scenarios. Over 100 progressive missions in 5 campaigns. Build up to 120 building types and 80 unit types. 6 races included are the Empire, Dwarves, Elves, Glainty Undead, Orcs and Demons. BMR Requires: Windows '99, 32mbRAM, 89pCD-ROM.

2mbSVGA.
Blizzard Game of the Year Collection
Blizzard Three of Blizzard's most popular games, Diablo, StarCraft and WarCraft II. IBM Requires: Pen 90, 16mbRAM, 4spCD, SVGA, Windows 95.

Requires: Pen 90, 16mbRAM, 4spCD, SVGA, Windows 95. IBM - \$98.60

CAMPAIGN CARTOGRAPHER 2

Cowabungal Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, noads, rivers, battlemaps, coastlines, etc.). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing yarlous tense. It was having so much tun placing little ships that I actually laughed out loud at one stagel) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, clies, towns, villages, battle sites, will temple tet. Each of these features can also be shown in appropriate color, make several when printed. By using a CAD feature, different levels of detail. The one with lowest detail, it or original, each cit, is the first one you give to player characters when client in even campaign, And being able to print maps from any zoom level is a creat bonus too. IBM Regis. hard disk, 3.5" FDD, SVGA, mouse, Windows 95. Pentium 90, 16mbRAM.

Pentium 90, 16mbRAM.

DUNGEON DESIGNER 2 Adds awesome new powers of invention to C2 and the AD&D Core Rules 2. More than 500 sturning symbols for creating beautiful, exciting dungeons. Its got everything you need from simple doors, windows and furniture, to devious traps, cave formations and religious forms and plugging threin logether. Requires as above.

CITY DESIGNER 2 From the smallest village to the greatest metropolis, now you can create beautiful, incredibly detailed city maps with ease and speed. You chose the shape 8 style of each house down to the chimneys, color coding for different districts, linking text to locations, create your own buildings, you can create an entire street of different buildings with two clicks. Over 1,500 pre-drawn Smart Symbols for a dozen styles, including gothic, crish, SF, fantasy. Requires as above.

IBM - 582.15

CLANS

A 3D roleplaying adventure, a bit like *Diablo?* Evil has returned to the land. A dark of death and destruction is now raging over your once peaceful realm, turning brother against brother, clan against clan. So you embark on a quest to slay the demonster behind this madness. Conquer malicious hordes and mythical beasts through hundreds of miles of dangerous lands, wage var with analysis of the major through hundreds of miles of dangerous lands, wage var with a class spells, unravel puzzles in literary and the control of the control

With a unique bland of action and roleplaying, using a custom build 3D engine. The Legion of the Fallen is sweeping the land, and it is up to you to stop them. Brutal hand to hand combat with sowrds, axes, hammers, etc. Large game levels are seamlessly joined into 9 huge environments. Distinctive character development. 30 devastatig spells. IBM Requires: Pen 166 MMX 32mPAM. 4spCD.

Prima's Official Strategy Guide to Crusaders of M&M. \$24.70 CRUSADERS OF MIGHT & MAGIC

DARK STONE

BLIZ

This is a 3D fantasy adventure. The world is living under the dark shadow neafarious dragon. Villagers are turning to stone. Armies of skeltons, swamrs of wasps, and lumbering ogres lurk everywhere. Evil is spreading like a vine. And only you can stop it as you lead your party of adventurers in a world with over 100 evil creatures, 32 levels of dungeons, more than 200 enemies and interactive character of a playable characters, a random quest generator, complete camera control, more than 30 types of weapons. IBM Requires: Windows 95, Pen 233, 32mbRAM, 1840, 1 than 30 types 4mb3D, 8spCD.

DIABLO
You embark on a quest to destroy the lord of all evil - Diablo. Over 200 different monsters inhabit this ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. Mentor through endless lands with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo via Internet, network, or two via head-to-head. The game offers unprecendented replayability, as everytime you play. Diablo creates a unique diabytimh. Will spine-chill time light in the control offects, etc. IBM Requires: Pentium 60+8megRAM, SVGA, hard disk, CD-ROM, soundcard, Win 95. Includes Official Strategy Guidebook. Guidebook. The Official Strategy Guide to Diablo

BLIZE SVI has survived, so now you embark on another epic quest. Features five new character classes such as Amazon, Barbarian; summon and command nightmarish reatures, harmass the elemental powers of nature; support for up to 8 players over the Internet including multiplayer quests; storm a vast underwordd of twisted dungeons and uncharted wilderness as you journey across an immense everchanging world. Graphics are stunning. IBM Requires: Pen 233, 32mbFAAM Windows 95, 48pcD-ROM, 4mbSVGA.

Diablo II The Only Official Strate Figure Stands 15cm tall \$33,000 \$30, BLIZ

DISCIPLES Sacred Lands

S.First
Four races clash with swords and sorcery in a desperate bid to control the destiny of
their gods. Take on the quest as a champion of the Empire, the Mountain Clans, the
Legions of the Damned, or the Undead Hordes. Classic turn-based strategy and RFS
action in a fully explorable medieval flantasy world. Be a mage, warinor or guildimaster.
Over 100 spells, great character evolution. 4 compilete campaigns, with the decider. IBM Regures: Pen 166, 32mRnAM, 3DSVGA, 48pCD-ROM. IBM - \$32.85

DRACULA Resurrection

A 3D roleplaying adventure. Set in London in 1904. Seven years after defeating destroying Dracula, Jonathan Harker finds out that his wife Mina has fied London to Transylvania to Dracula's castle. What if Mina were back in the grip of evil? What if Dracula is back from the dead? From the Borgo pass to the vampire's castle, fund down the prince of darkness in lavish 3D settings as you search for Mina. Beware of female vampires and Dracula's henchmen. Craft with the 9D characteries. Pan 166, 32mb7AM. 4spc.D-ROM. Windows 135, 15bitS/OA.

IBM - \$98.60

DRAKAN Order of the Flame
A 3D roleplaying adventure, with a seamless blend of aerial and ground-based gameplay. You are a warrior-heroine who teams up with a wise and powerful dragon named Arokh. You have to rescue your brother from an evil sorcerer. With 11 massive nutlit-mission levels, tropical islands, underground cities. 20 Interactive characteristic vealther, real-time in-game cut-scenes. IBM Requires. Pen 166, 32m3-454.80

Bullfrog **DUNGEON KEEPER 2** DUNGEON KEEPER 2

Bullfrog
Discover your dark side as you build your own underground kingdom. Populate your
dungeons with hordes of devillish creatures, but you'll also need to ally yourself with
the evil horned reaper, who will be your most potent weapon, if you can control him.
Build rooms filled with fiendish traps; feed, train and entertain your creatures; take
control of your creates from the first person; looks great with or without 3D
acceleration. IBM Requires: Windows '95, Pen 166, 32mbRAM, ZmbSVGA, 4spcDROM.

EVERQUEST Ruins of Karnak

A new online fantasy roleplaying game, similar in concept to Ultime Online. Adventure
online in a world that can be populated by more than 1000 other players. Journey
across continents filled with perilous dungeons, eerie crypts and mysterious
underwater landscapes. Choose from 12 unique races and 14 distinct classes.
Supports Microsoft Direct 3D and 3Drk. Gilde in resolutions up to 1024x768.
Thousands of items to earn and collect, both magical and mundane. Explore five
enormous continents, as well as other planes. Contains the game plus the expansion,
kunark, which adds 30% more virtual gaming space, the lizardiman playable race,
more than 20 new adventure areas, new NPCS. IBM Requires: Par 200, 64m0RAM,
3Drk, Modern. Wind.

Everquest Ruins of Karnak Hint Book



FLYING HEROES
A fantasy flight-simulator shoot-em-up. You fly 24 elaborate fantasy flight-simulator shoot-em-up. You fly 24 elaborate fantasy flight yeshicles, each possessing four upgrade levels, such as huge reptiles, majestic birds, magic carpets, balloons, teapots? Fly and fight over 10 huge and graphically stunning fantasy landscapes and environments, from floating cities to crystal caverns; a 'slow setting for younger players, multiplayer up to 8 over local network or internet, full career mode featuring character development, League progression, resource management. IBM Requires: Pen 166 MMX, 64mbRAM, 4mb3Daccel, SVA.

IBM - \$87.65

GABRIEL KNIGHT 3 Blood of the Sacred/Damned SABRILL KNIGHT 3 BIOOD OF THE SACRED/DAMMED SIERTA A3D first person mystery-adventure. Go to a remote French village, where you play the parts of Gabriel Knight and Grace, in pursuit of a kidnapped child. But a deeper, far more frightening story begins to unfold. Whispers of a sacred bloodline, vampires and a boundless treasure. Your ultimate destiny is to solve a dark mystery held screen for thousands of years. Find, acquire and steal a vast inventory of clues, tools, cash, etc. Solve intricate puzzles, interact with characters you cannot trust. IB RR-R8-88-8.

HEROES OF MIGHT & MAGIC Millennium Edition NewWorld Contains four great games in the one package — Heroes of Might & Magic, Heroes of Might & Magic II. Expansion Pack, and Heroes of Might & Magic III. Heroes of Might & Might & Magic III. Heroes of Might & Mi

HEROES OF MIGHT & MAGIC II HEROES OF MIGHT & MAGIC II

Lord Inorflist is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal trone. Will you support the vilialinous susrper and lead the armies of evil, or be loyal to the righteous prince and deliver the people from tyrany. Features an unusually interactive campaigns storyline. With 40 campaign scenarios (wenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 66 monster types; expanded interactive battlefelds with enlarged combat mays. IbM Requires: 466/69 321.39.

Interactive battlefields with enlarged combat maps. IBM Requires: 486/66 \$21,90

HEROES OF MIGHT & MAGIC III

NewWorld
When Erathia's King is murdered by traitors, he is resurrected as an undead warlord who leads a ruthless invasion of his former Kingdom. Little resistance is met until his daughter Catherine, Queen of Enroth, returns to her homeland commanding an army of eithe Enrothian warriors. Not only must she defeat her father's army, but she also wishes to free him from the dark prison of his undead body. Characters, buildings, environments and weapons are all pre-rendered in 3D and appear in a new 800x800 hires, 65,000 color world. A simple to use turn-based game with a very challenging environment. 8 completely new towns and castles, 16 different here types, more than 120 different combat units. Realistic animation, improved multiplayer via hot-seat. LAN or internet. IBM Requires: Windows '95, Pen 133, 32mbRAM, 4spCD-PCM, HOM SVGAM, 4spCD-PCM, HOM SVGAM, 4spCD-PCM, HOM SVGAM, 4spCD-PCM, HOM SVGAM, 4spCD-PCM, 4s

INVICTUS The Shadow of Olympus

Enlist Hercules, Achilles, Electra and the mightiest of herces, to help you in a bitter
feud between spiteful Greek gods. A Diablo-ish 3D adventure. Recult creatures like
Gorgons and Harpies, with powers like turning flesh to stone. Incredible scenery
including bone worlds, liquid lava fields. Baltle formations can be wedge, box, line,
etc. Interaction with NPCs is vital to success, as your actions towards these NPCs in
early scenarios affect your later battles. Play solitaire or online. IBM Requires: Pen
266, Wind 95, 64mbRAM, 4spCD-ROM, SVGA.

KING OF DRAGON PASS Runequest KING OF DRAGON PASS Runequest

A official Runequest computer game. Immeres yourself in the mythical world of Glorantha, with heroes, gods and high adventure. The fate of an entire people is in search for treasure, barter for magica land. Discover stories to fest your withs as you search for treasure, barter for magic, re-enact mythical deeds, fulfill ancient prophecies, nuture warriors, tend off enemies. IBM Requires: Pen, 18mh-560.25

ROM.

KING'S QUEST COLLECTION II

With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 7, The Colone's Bequest, The Dagger of Amon Ra, and Mixed-Up Mother Goose Deluxe. IBM Requires: 466/25, SVGA, 8megRAM, 2spCD-ROM.

KING'S QUEST 8 Mask of Eternity KING'S QUEST 8 Mask of Eternity

Enter this deep and compelling tale of an eternal champion's struggle to restore the Mask of Eternity and save the kingdom of Daventry. Features a revolutionary 3D action engine which gives you complete freedom of movement. Expedence all seven worlds through either a first or third person point of view. Inticate mental challenges require you to use your mind as well as your might. With real-time combat as you herd your broadsword and fire your longbow. Discover mythical creatures who can guide you in your quest, unlock the secrets of the dimension of death, cleanse poisonowaters, and confront evil. IBM Requires: Pen 166, 32mbRAM. 4spCD-ROM. 16bitSVGA, hard disk. Windows '95.

Westwood LANDS OF LORE III Westwood 
A Hexen II/Quake II-style 3D fantasy adventure. Armed with only your sword and 
spellbook, you must break free of your past to forever close dimensional rifts bom frow 
ancient magic. But you will have help— four guilds, the mystic Dawn, a magical familiar 
companion. With over 60 weapons, 100 magical items, an in-game journal that builds 
itself, stunning 3D effects, interact with intriguing characters as you move through six 
words ranging from frozen wastelands to underworld labytrian. IBM Regulars: 
Windows 95, Pen 166, 32mbARM, 4spCD-ROM, IntibSVod. IBM 498.60

LEGEND OF DRAGON ISLAND

TriggerSoft
With a similar feel of Warcraft. Set in 831AD, when a mysterious island rises out of
the sea inbetween Korea and Japan. Legend tells that a dragon inhabits the island,
and the first person who manages to awaken the dragon, will then be able to use the
dragon to conquer the world. Both Korean and Japan despatch forces to the island,
and war looms. IBM Requires: Pen 90, 16mbRAM, 4spCD.

\$54.80

LORDS OF MAGIC SPECIAL ED
Includes the full game of Lords of Magic plus the Legends of Urak Quest Pack, which
has a new editor, 8 new buildings, 17 new monsters, 5 new adventures. Sequel to
Lords of the Realm II - except its lamtasy this time! A world inhabited by Eves,
Dwarves, Gnomes, Faeries, Glants, Dregons, and other creatures develop and train
which was the control of the Control of the Control of the Control
was the Control of the Control
was the Control of the Control
was the Contr

AspCD-ROM, SVEA.

MAJESTY The Fantasy Kingdom SIm
Rule a kingdom crawling with monsters, heroes and devious characters. You'll start
with a fledgling town, a small palace and many dangerous quests. Create structures
such as warriors' guilds, marketplaces, guardhouses, Inns, in order to gather and
influence a selection of heroes and rogues to carry out your quests. Use spells to
enhance their abilities. Reward their successes with bountes. Teleport reluctant
characters to unknown locations. Defend your town. No two games are ever the
same. IBM Requires: Windows '95, Pen 166, 32mbRAM, 2mb3Dfx, 4spCD-ROM.
IBM - \$98.60

The Ultimate MIGHT & MAGIC ARCHIVES
Includes Might & Magic I, II, III, IV, V plus Swords of Xeen and World of Xeen. IBM
Requires: 486/33, Windows 95, 8mbRAM, SVGA. IBM - \$54.80

MIGHT & MAGIC MILLENNIUM EDITION

NWC

Has M&M IV, M&M V, M&M VI, M&M VII. Includes two bonus games: Swords of Xeen,
a new land awaits across the mysterious transport pyramid. Ventura to an unknown
and dangerous land, as you try to thwart the plans of a mad god, install both M&M
IV and M&M V to create the World of Xeen adventure. Travel between the 2 games
and solve the crossover quests for a new third endgame. IBM Requires: Pen 133,
32mbRAM, 4spCD-ROM, Windows '95.

MIGHT & MAGIC VI The Mandate of Heaven
Limited Ed. The Ironfist Dynasty is tottering on the brink of ruin. You will lead a dof adventures on a dangerous journey of amazing depth and intelligence. Master your destiny in a non-linear storyline where your choices and actions determine the game's outcome. Explore the intricacies of hundreds of subplots, spin-offs, and miniquests. Real-time or turn-based combat. 16 bit. 65,000 color graphics. IBM Requires.

\*\*Pentium 90. Win 95, 16mbR4M. 4spCD, SVAA, hard disk...

\*\*Sp5.00
Might & Magic VI Prima's O'fficial Strategy Guide \$22.85

# Computer Games - 45

MIGHT & MAGIC VII For Blood & Honor

Experience a groundbreaking 3D engine. A vivid and dynamic world that supports the full range of leading 3D accelerator technology. Choose your character from a number of flantasy races. Journey through contested lands where you can avoid or engage in battles against dozens of fantasy monsters. With a compelling storyline. The first 30 orders we receive for this game will receive a free pen. The first 16 orders we receive for this game will receive a free pen. The first 16 orders will also receive the Limited Edition with free poster. IBM Requires: Pen 133, 37mb7AM, 37mb7

MIGHT & MAGIC VIII Day of the Destroyer

The Destroyer is again walking the lands. Planeswalker Ecaton is in Jadame. Gates to the planes of Fire, Air. Water and Earth have opened and denizens of those realms are sweeping across the lands. Lead your band to save the kingdom. A huge world to explore, create characters from a variety of fantastic races, combat dozens of formidable creatures, customize novice or expert games. IBM Requires: Pan 166, 32mBRAM, 4gpCD-ROM, SVGA.

Ages of Myst includes the complete games of Myst and Riven, plus unique commemorative Items including a journal to write notes in, and The Making of Riven. IBM Requires: Pentium 100, 4spCP-ROM, SVGA, hard disk.

MYTH The Total Codex
Contains both Myth and Myth II, the Chimera scenario pack, the official strategy guides for both, and dozens of Myth II multiplayer maps created by fans. You can even create your own levels. IBM Requires: Pen 133, 32mbRAM, SVGA \$54.80

MYTH II Soulblighter

A strategy game set in a 3D world of dangerous alliances and ancient evil, where all beings tremble before the wrath of Soulblighter, cruelest and most cunning of the evil beings tremble before the wrath of Soulblighter, cruelest and most cunning of the evil Fallen Lords. Destroy bridges and storm enemy fortifications, size a drawbridge before the guards can raise it. Featuring real-world physics. Launch arrows in deadly arcs over obstacles, set off earth-ripping 3D explosions that send heads rolling. Use dwarven mortars to blast through enemy walls and fortifications. IBM Requires. Windows '95, Pen 133, 32mbRAM, 16-bitSVGA, 4spCD-ROM, also caters to 30fx cards.

NOX

A Diablo-ish style fantasy adventure set in a land filled with discovery and deceipt. Over 100 different spells, such as summoning a wolf to track down a sneaky opponent; set traps filled with diabolical spell combinations such as an invisible trap that sheds victims of their arms and armor, leaving them defenseless to your attack; interactive environments that let you move rocks to block passages, break barrels of water to be considered to the state of the state

Prince of Persia 3D Prince of Persia 3D

RedOrp

A mystical place where a once humble servant has transformed himself into a 12h

century Persian prince. And now the prince must rescue his bride and avenge the
death of the Sultan. Combines the fast paced combat of a fighting game with the
depth and challenge of a timeless adventure. Stunning animation and 3D technology.
12 challenging levels in 7 Persian environments, 30 types of enemies, hundreds of
traps. IBM Requires: 3Daccel, Pen 233 with MMX, 64mbRAM, CD-ROM.

IBM - \$87.65

QUEST FOR GLORY Collection

Make the journey of a lifetime as a warrior, mage or thief. Each adventure is a unique quest, finish nor and take your character into the next with powers and weapons intact. Includes four complete games, Quest For Glory II, Mar Requires: Win, 386/25+, 8mbRAM, 2spcD-ROM, VGA.

QUEST FOR GLORY V Dragon Fire

Combines the best elements of roleplaying with real-time action. Set in the amazing 30 realm of Silmaria, Dragon Fire takes you on a journey fraught with peril, mystery and enchantment. The Council of Silmaria has set before you the seven deadly Rites of Rulership, I you succeed, vou'll save the kingdom and with the right to rule as king. Play as either a thief, warrior, wizard or paladin. Explore the huge world, where innocent facedes hide treacherous deeds. Come face to face with dryads, minotaurs and other creatures. Innocuous looking ims, tavens and homes hide the keys and control of the council of the control of the council of the council of the control of the council of Silmara of Si

Rage of Mages II Necromancer

A fantasy game a little like Red Alert. Across a barren wasteland, a sleeping evil crawls from the depths of the earth. Only the strongest band of adventures will survive the perikous journey to the Necromancer's Lair and defeat his army of undead. Create a giant marauding army including mercenaries which can be bought or bribed. Equip your characters and develop their skills. There are 43 non-linear missions. Discover completely new realms including Arabian desert cities and druid villages; master over 400 weapons, tems and spelia and fight 80 types of foes. IBM Requires: Pan 133, Windows '95, 32mbRAM, 4spCD-ROM, 2mbSVGA.

RETURN TO KRONDOR

Sierra

Set in the world created by Raymond E Felst, this fantasy RPG envelopes you in a world of strange creatures, desparate characters and the magic arts. The Tear of the Gods, a holy artifact possessing unimaginable power, is in peril. Your party must race against Bear, an evil madman, and his followers to raise the sunken ship that holds the artifact, and return it to its rightful place in the Temple of the Gods. With over 200 beautifully rendered locations, turn-based combat, 180 3D characters, 60 spells, 30 varieties of locks, traps and puzzles, eleven chapters of intrigue and adventure. IBM Requires: Windows '95, Pen 166, 24mbRAM, SVGA, 4spCD-ROM. IBM - \$43.80

EIdos A Diabhoish rolleplaying adventure, where you are a resurrected warrior summoned by a powerful warlord to rescue his abducted daughter. The quest will take you through a myriad of sinister locations, collecting magic items and battling a host of fearsome monsters. But as you progress you will be plaqued by memories of your past, which begin merging with his quest in a series of stunning revelations. Over 50 non-player types, 20 armor types, and the progress of the pro

SEVEN KINGDOMS II The Fryhtan Wars

Now in the sequel to Seven Kingdoms the Fryhtans are back with a vergeance, smarter, stronger and more savage than ever. There are 12 different human nationalities to control and save under your rule, or command 7 types of Fryhtan. Features unlimited game play with a random campaign generator, toelepising elements include heroes, special Items and loyalties; research bold now technologies; pause game to issue orders or manage factical combat. IBM Revuless: Pen 120, 800x600 SVGA, 32mbRAM.

SOULBRINGER
A fantasy roleplaying adventure where the souls of six demon kings, who have been imprisoned 1,000 years ago, have managed to get free. You become Soulbringer, tasked with locking them back into captivity. A fully functioning 3D world with 1,000 years of history, over 100 locations featured within 60 unique maps. An innovative magic system with over 60 spells, interact with 60 speaking characters, a customizable real-time combat system. IBM Requires: Pen 233, 8spCD. 33mbFAM.
IBM - \$82.15

SOUL REAVER Legacy of Kain SOUL REAVER Legacy of Kain

A third persion 3D fantasy releplaying game. Cast down to the material world, the
mysterious entity Raziel (you) seeks vengence for betrayal by his master Kain
Cursed to stalk the dark realines of Nosgoth, he must slay his undead bettheren; only
then can he absorb their souls for the energy he craves. Moving between the spectral
and material plane. Raziel must negotiate puzzles, overcome traps and dely blood
chilling enemies to reach his goal of killing Kain. As Raziel shifts between planes the
world morphs around him, stunning graphics. IBM Requires: P200. Win
3DAccel, 16mbRAM.

\$55.80

**SWORDS & SORCERY** SWURDS & SURCERY

Mirst or third person 3D adventure, which unfolds a deep, epic storyline pitting your molley party of six rebels against the High Priest of Death. 10 different clans, 15 roles, a stributes, 27 skills, and over 50 spells. Action can be real-lime or turnbased. You can play from the viewpoint of any member of your party. IBM Requires: Pen 166, 32m0RAM, Windows 93, 2moSYGA, 8ppCA-ROM, Due Mardows 93, 2moRAM, Stributes 10 stribute

THE LONGEST JOURNEY

A Mist-style adventure mystery. You play April Ryan, who has the power to wal between worlds. Worlds which are all threatened with destruction, as chaos grips the universe. An epic futuristic tale of adventure, magic and intrigue. An exciting an original storyline with over 50 unique characters; explore over 150 stunning beautiful detailed locations, solve a fuge variety of story-oriented puzzles. Over 56 hours of gameplay. IBM Requires: Pen 200, 32mbRAM, 2mbSVGA. IBM - \$121,00

THE ULTIMATE RPG ARCHIVES

Interplay
Twelve award winning computer Roleplaying Games in one box, including Bards Tale

I, II, III and Consruction Set; Might and Magic Clouds of Xeen and Might and Magic Darkside of Xeen; Stonekeep; Ultimate Underworld I and II; Dragon Wars; Wasteland; and Wizardry Gold. IBM Requires: 486/33, 8mbRAM, 2spCD-ROM. \$65.75

THE ULTIMATE WIZARDRY ARCHIVES

Contains Wizardry I, II, III, IV, V, VI, VII and Gold. IBM Requires: 486/33, 8mbRAM

1mbSVGA, 2spcD-ROM.

IBM - \$54.80

Eidos on the THIEF-II

Guake II-style fantasy game. Skulk through shadows in the streets and on the rooftops of a darkened city as you steal to survive, and take on the forces of a corrupt sherfff. Advanced Al system creates a variety of opponents to outwit, the enhanced Dark Engine creates a more engaging steath experience: new thief tools include potions of slowfall and irvisibility, vine arrows, even a remote carears. Fog., rain and even snow. IBM Requires: Pen 233, 48mbRAM. 4spCD-ROM, 3Dacel. 4mbSVGA.

18M. 382.15

TOMB RAIDER III

Eidos
In a search to find four mysterious artefacts fashioned from the heart of an ancient
meteorite, Lara journeys through 5 challenging adventures from the jungles of India
to the Icy wastles of Antarctica, across the rooftops of London and into the depths of
Nevada's mysterious Area 51. With new graphic enhancements such as rippling
water, select the order in which you undertake the adventures and choose the path
you take within each lever, new vehicles include kayak, quad bike; new weapons
include Grenade and Rocket Launchers; and new moves include dash, crawl, and
monkey swing. IBM Requires: Windows 93. f6mBrAM, Pen166, 4spCD.

1BM - \$43.80

TOTAL ANNIHILATION: Kingdoms

Cavedog

Total Annihilation goes fantasy! This is an epic campaign to conquer the land of Darlen. Play as the monarch of one of four unique civilization, each with its own combat strateglies. Command vast armies of skeletal archers, dragon inders, mightly wizards, ships of war, fantasy beasts. Campaign through 3D environments that include forests, marshes, hills, swamps. Lay siege to castles and cities. IBM Requires: Windows 95, Pen 233, 32mbRAM, 4spcD-ROM, 16 bit SVGA.

IBM PLAGUE Just as the Great War over Darien ends, a new land populated by a hostlie new race is encountered to the north. With 25 new units such as mechanical dragons, rudimentary tanks; 25new maps from the land of Creon, etc. IBM - \$32.85

TZAR The Burden of the Crown

A real-time strategy roleplaying game set in a medieval fantasy world. Lead three different civilizations, Arabian, Asian and European. Choose your strategy — honor, different civilizations, Arabian, Sain and European choose your strategy — honor or arabian wizards. Features strong Al, units can be trained, many different map types, play with or against the computer, has a powerful map editor. Single player option has a 20 mission campaign. Trade, fight, conquerl IBM Requires: Windows 95 Pon 200, 37mh



Tzar The Burder of the Crown

ULTIMA COLLECTION
A special selection of 10 Ultima games, being Ultima I, II, III, IV, V, VI, VII, VII, VII Part 2.
VIII, and Akalabeth. Also a sixteen page Ultima Atlas, and exclusive interviews! IBM Requires: 486/33, 4mbRAM, 4spcD-ROM.

\$40.00

Values: 480/33, 4mpram, 4spcu-vcm.

ULTIMA ONLINE Renaissance

Get online and immerse yourself in the adventure of a lifetime in this world with spells and monsters, quests and heroes. A living growing world where thousands of real people discover fantasy and adventure. The world is persistant. Life goes on and events transpire whether you're logged in or not. Become a peaceful shopkeeper or heroic warrior, build a home on vast new continents, battles enemies large and small-liave virtual chats with friends, tame and train exotic animals. Combine your strength and share in the profits using the party system. Joining is easy for beginners, with entire continents devoted to peaceful living. You need a connection to the internet to play this game, as it is a live game which you access through a connection to the internet. It cannot be played alone on your computer like other games. IBM Requires. Per 200. Windows 95. 32mRAM, modern. 2mbSVGA, 4spcO-ROM IBM -346.75

Ultima Online Hint Book The official Ultima Online hintbook. \$32.85

ULTIMA IX: ASCENSION Dragon Edition ULTIMA IX: ASCENSION Dragon Edition
This Dragon Edition also contains Ultimas 1—6, plus cards, pendant, rolled up poater
leatherette journals, color map, a music CD. Complete immersion into the rich fastasy,
word of Britannia in this inith and final game in the series. You have to save Britannia
from the evil Guardian who has devastated the landscape and corrupted the eight
scared virtues. You can buy and trade goods in the capital city, seek the wisdom of
the mages in Moonglow, visit distant exotic ports, flight fantastical creatures,
encounter massev dragons. There are over 60 unique creatures, over 200 characters
accounted the first of the control of the mages in Moonglow. There are over 60 unique creatures, over 200 characters
and the first of t

ULTIMATE POWER PACK 3

Contains three games, Dungeon Keeper, KKND and Warhammer Dark Omen. IBM. Requires: Pen 120, 16mbRAM, Windows '95, 4spCD-ROM. IBM - \$32.85

VAMPIRE: the Masquerade -Redemption

Activision

White Wolf's Vampire: The Masquerade becomes a 3D roleplaying adventure. Before your fall, you do a crue to the superaction of the undead of creatures you once battled; a viganist evil. Now you've become one of the undead of creatures you once battled; a viganist evil, who wou've become one of the undead of creatures you once battled; a viganist evil, and would be the provided by the superaction of the provided by the superaction of th

WARCRAFT Orcs Vs Humans

The original Warcraft, a fantasy wargame in the style of Red Alert. Flight two
campaigns, one as humans, one as orcs, in over 20 scenarios. Also has a further 20
scenarios that can be edited. IBM Requires: 386/20, VGA, CD, 4mbRAM. \$21.90

WARCRAFT II Tides of Darkness
Return to the world of WarCraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weepony, the struggle for the domination of Azeroth continues. Supports 2-8 nodem or null-modem, has a map builder, cummant computer, or two players via modem or null-modem, has a map builder, cummant computer, or two players via modem or null-modem, has a map builder, cummant computers, or two players via modems or null-modem, has a map builder, cummant computers, or two players via modems or null-modem, has a map builder, cummant computers, or null-modem, has a map builder, cummant cummant

WARCRAFT BATTLE CHEST A massive boxed set that includes Warcraft II plus Warcraft II Expansion set Set.

\$54.80

WARCRAFT II Battle.net Edition Contains Warcraft II and Expansion plus the new Battle.net multiplayer mode for each. These allow you free gaming on the internet (you still have to pay normal internet charges) on over 100 new battlefields, improved combat controls, etc. IBM Requires: Pen 60, 16mbRAM, Multiplayer requires 1.4 kbps modem or internet access.

WARLORDS III DARKLORDS RISING WARLORDS III DARKLORDS RISING
A pall of unspeakable evil, merciless slaughter and unbridled destruction has fallen
across the realm of Etheria. Will you be able to stop their unholy juggernau!? 4 new
campaigns and 15 stand-alone scenarios, plus the previous campaign and scenarios
from the previous edition. Also features advanced Al. 9 new multiplayer games. 5 new
heroes (making a total of 15), 31 new units (making a total of 95), cast 19 new spells,
9 new abilities, enhanced random map generator, revolutionary simultaneous
movement enables you to charge, do battle and retreat, all in real-time. A fully
movement enables you to charge, do battle and retreat, all in real-time. A fully
16mbRAM, 4sp CD-ROM, hard disk, SVGA.

WARLORDS Battlecry

The next generation of real-time strategy. Develop a hero to lead your forces into battle. Share your abilities and spells with other members of your army. Cunning computer players fight against humans — or ally with them. Develop your hero through scenarios, campaigns and multiplayer games in a magical fantasy environment. Focus on strategy instead of basic implementation with automatic resource collection. Over 80 unique spells. Daytline. nightime, weather effects. The Al does not cheat IBM Requires: Windows 95.Pen 233, 64mbRAM, SVGA.



**Warlords Battlecry** 

WHEEL OF TIME

Based on Robert Jordan's famous novels. This is a first person action/strategy game with story-rich elements set in a lush, high resolution universe of mystery and wonder. A single player quest through mystical and expansive environments. Unique multiplayer dynamics with three game types. All with strategic spell combat. Beautiful graphics. Over 40 spells and artifacts, including fireballs. lightning, disquise, healing, levitation, decay, etc. IBM Requires: Pen 200, 32mbRAM, Windows 95.

18M - 599.60

Official Strategy Guide to Wheel of Time

# **Advanced Dungeons & Dragons**

AD&D BALDUR'S GATE

Baldur's Gate takes you back to the Forgotten Realims campaign setting using a Diablo-style game system. This is a huge game world with a multi-CD set filled with readry 10,000 scrolling game scenes, all fully rendered in lush 16-bit SVGA graphics. Has a gripping non-linear adventure that spans seven chapters, with dozens of subplots that branch in and out of the main scenario. Your decisions affect subsequent chapters and the entire game world as a whole. The transparent interface can be modified to play in a turn based flashion if you desire. Explore hundreds of monitoring the strength of the \$33.00 \$30.00

2mbSVGA \$33.00
Baldur's Gate Official Strategy Guide
Baldur's Gate Collection Contains Baldur's Gate and Tales of the Sword
Coast. Requires: Pen 166, 16mbRAM, 4spCD, 2mbSVGA. \$52.80

AD&D BALDUR'S GATE II

Will you resist the evil within you and become a great hero? Or like your father will

you embrace your monstrous inner nature and leave a path of destruction throughout

the Forgotten Realms. Create a new character or import your character from 8 c1.

New weapons and combat options, real-lime gameplay with the ability to pause the

game to refine your strategy, hundreds of different monsters and thousands of NPCs.

wow r130 new spells; a huge and intricate 3D world to explore, richer quests and

subquests, including quests based on class. IBM Requires: Pen II 233, 32mbRAM,

4spCD, 4mbSVGA.



Baldur's Gate II

AD&D ICEWIND DALE AD&D ICEWIND DALE

Using the Baldur's Gate engine, this fantasy roleplaying game. You must confront an ancient evil that threatens to unleash an unspeakable horror upon the Forgotten Realims world. Battle lee Troils, Giants, hordes of Undead. 150 types of monsters, 70 of them new. Real-time combat; beautifully rendered scrolling terrain to explore including temples and ancient ruins; up to six players over LAN or intermet; higher level character advancement and party-based adventuring. IBM Requires: Pen II essential State of the Property of the Propert

AD&D PLANESCAPE: Torment. AD&D PLANESCAPE: Torment.

Set in the city of Sigli, but you can also visit the other planes. You play a scarred, amnesiac immortal in search of his identity. You must discover the secret of your death and rebirth. You own actions define your character's character, not a character generation screen. Explore Sigli, a vast city of magic and industry. Manage an adventuring party of the strangest allies. This is not a game which you have to play for 20 hours before you can cast spells. You are a power to be reckored with (as is most everybody else in Sigli). BM Requires: Pen 200 MMX, Windows 95, 32mbRAM, &spcD-ROM, 4mbSVGA.

AD&D Forgotten Realms Archives Silver Edition Includes 18 Forgotten Realms Archives Silver Edition includes 18 Forgotten Realms computer games, plus a demo for Baldur's Gate. You get Eye of the Beholder I, II, III; Pool of Radiance, Secret of the Silver Blades, Pools O Dariness, Curse of the Azure Bonds; Gateway to the Savage Frontier, Treasures of the Savage Frontier, Hillsfar, Dungeon Hack, Menzoberranzan, Blood & Magic. BMR Requires: Pen 166; ZmbSVGA, TemberAM, 4spCD-PAM, BMM - \$50.00

# Miscellaneous

AIRPORT INC.

As a budding airport tycoon, plan and build a thriving local or international airport in what is without doubt the most demanding management simulation ever created. Control all aspects of the environment from major architectural decisions to the pricing of goods within the terminal, attracting new airline contracts to security and fire precautions. All in real-time, A walk-around real-time first person camera allows you to explore 3D terminal buildings. 75 main locations, 1200 destinations world wide, over 200 airlines. IBM Requires: Pen 200, 16mbrAM, 4mbSVAA. IBM-387.65

# 46 - Computer Games

AUSTIN POWERS Operation Trivia Sierra
The Shagadelic Pop-Culture party game. Team up with Austin Powers or Dr Evil. Test
your knowledge of pop culture trivia from the '60s through the '90s, including
questions based on the Austin Powers movies. Includes hundreds of group
questions for hours of play For 1 or 2 players, or teams. IBM Requires: Windows '95,
Pen 90, 16mbRAM, 4spCD-ROM, SVGA.

IBM - \$54.80

BUSINESS TYCOON
Take the chairman's seat of an international corporation in the computer, car or air transportation industries, and take over the world. But if you don't pay enough attention to all the strategic aspects of your growth, marketing, research and production, you'll lend up falling behind. Control production costs, marketing and sales strategies. BM Requires: \*Pen 90, 16m/RAM, SYGA, Windows '95. IBM - \$82.15

CLUEDO Murder at Blackwell Grange

Hasbro
The classic boardgame now a computer game! Play dectective and solve a dastardly
crime in a brand new cluedo mystery. Whodunnit? Where? And with what? See the
famous characters come to life through stunning animations. Features classic Cluedo
gameplay, chiling sound effects, beautifully rendered 3D characters from the board
game, solo and multiplayer modes, playable over LAN, modem or internat. Intelligence of the programme of the companies of the programme of the progr

Cluedo Chronicles: Fatal Illusion
Episode 1 of the Cluedo Chronicles Mystery Series; an expansive, richly detailed
world where yo actually solve the crime. Set in 1938, on board a private yeacht owned
by the wealthy and eccentric Mr Masque, who is soon murdered on the voyage,
Features rich 3-D animation and stunning graphics. You also visit a mountaintop
castle retreat and a cable car ride. You have to solve puzzles and mini-mysteries. IBM
Requires: Windows 95, Pen 133, 16mbRAM, 2mbSVGA, 8spCD-ROM.
IBM - \$82.15

CRICKET 2000

EA Sports

Limited overs, unlimited action. This exclusive ICC license delivers all the one-day international cricket action; commentary by Richie Benaud; revolutionary Tru-Spin bat and ball physics; night games and international stadia; expert mode and additional batting method, international squad litis and stats. IBM Requires:

90 180, 32mbRAM, 4spCD-ROM, 4mbPCI video card, Windows 95.

IBM - \$85.75

CUE CLUB

You are able to play UK and US 8-ball, 9-ball, Snooker, Speed Bail and Killer and can utily configure the rules of each game. Photo-realistic graphics, highly accomply solds and sound that even features balls rolling under the table. Atmospheric griding and smoke effects. Insult, flatter and challenge the guys and girls computer players. IBM Requires: Pen 166, 16mbRAM, 4spCD-ROM. CUE CLUB

DIE HARD TRILOGY
The odds are against John McClane as he battles terrorists intent on wiping Sin City
from the map. Blast your way through 25 levels of non-stop action in three different
game styles. A third person action adventure game in which the enemies react to your
actions. 12 different weapons in sharpshooting mode. Also features extreme driving
as you defuse bombs and chase down terrorists. IBM Requires: Pen 200. Windows
95, 32mbRAM, 45pcD-ROM, 32bccel, 4mbSVGA.

F1 2000

EA Sports
The first game of the Official 2000 FIA Formula One World Championship. Has all of
the 2000 season cards and drivers, all the tracks including the new US Grand Prix at
Indianapolis; race for the crown for jump in for a single race; advanced car modelling,
overheating brake discs, undertray sparks; real physics, realistic card damage, easy
to learn with assisted braking and furning for beginners. IBM Requires. Windows 9
to 23 with 30fx & MMX or Pen II, 64m8RAM, 4m6SVGA.

18M - 582.15

FAMILY COLLECTION
Has Monopoly, Trivial Pursuit and Cluedo Murder at Blackwell Grange. All suppor single or multiplayer play. IBM Requires: Pen 133, 4spCD-ROM, 16mbRAM.\$70.00

FIFA 2000

With 15 of the world's great leagues and over 40 of the best international teams. Also classic learns — 42 of the best teams of the past century. Has increased physical contact such as player collisions, tougher tackling; new shielding ability allows precise ball control, and user selectable options to give you more control. IBM Requires: Windows '95, Pen 133, 32mbRAM, 2mbSVGA. IBM - \$76.70

FLIGHT III Unlimited

LookingGlass
The risks and rewards of real flights. With realistic weather, downdrafts, turbulence crowded air corridors; air traffic control; complete interactive reconstruction of over 60 real airports; 10 blueprint-quality aircraft; fly over thousands of miles of terrain spanning the entire western USA; create your own cities and airports. IBM Requires. Windows 95, Fen 23, 32mbRAM, 4spcD-ROM.

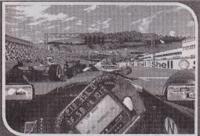
FLIGHT SIMULATOR 2000 FLIGHT SIMULATOR 2000
Microsoft
Presents breathaking 3D landscapes and a larger fleet with two new aircraft to fly than
previous editions. With over 20,000 airports, you can land just about anywhere in the
world. With new 3D models, detailed instrument panels, download current weather
reports and the game will generate clouds, precipitation, thunderstorms, etc. Over 50
cities to fly overfic Detailed printed manual and reference guide. IBM Requires: Pen
166, Windows 95, 22mbRAM, 4spCD-ROM, 16bitSVGA.

IBM - \$98.80

Football Manager The FA. Premier League 2001

Manage your football (soccer) club to FA Premier League glory, or take on a new challenge in one of 7 European Leagues. Has a new data editor, give your players that vital edge with the new Player Booster feature, see how your team tactics play out on the pitch with the 3D match engine. all the pressures of full club management — fall and face the chairman's axe. IBM Requires: Pen 160, 32mbRAM. 4mbSVGA. Football Manager The F.A. Premier League 2001 Manage your football (soccer) club to FA Premier League of

INICOPTOSE on any state of the most realistic driving experience of formulating. Complete in Quick Race, Practice, Non-Championship Race or the ful onship Season including qualifying sessions. Rise through the ranks of five levels. Multiplayer on LAN. IBM Reguiros: Pen It 266, 32mb/AM. \$88.00



HOYLE BATTLING SHIPS & WAR Features two games, Battling Ships, which is basically the classic Battleships game where two players sit on either side of a shielded game board, calling out squares on their opponent's board, trying to find and sink his ships. Of course, this time the game is animated. And the second game is the classic card game War, also animated. Requires: Windows 35, 48066, 2spCD.

HOYLE BOARD GAMES

Has fourteen popular board games that you know and love. They are Battling Ships.

Manacial, Reversi, Backgammon, Chess, Line'em Up, Dominoss, Snakes & Ladders, Checkers, Placer Racer, Pachisi, Yacht, Chinese Checkers, Zen Bones, and three bonus card games. Pley solo, with friends on one computer, or on the Internet. Change backgrounds and music to suit you. You control your animated opponent's skill level.

IBM Requires: 486/66, 8mbRAM, SVGA, 2spCD, Windows 95. IBM - \$43.80

Indiana Jones and the Infernal Machine

A Tombraider-style 3D adventure game. Set in 1947 after the defeat of the Nazis. Soviet agents are sniffing around the ruins of the Tower of Babel, and Indiana Jones is sent to find out what they are looking for. Whip, leap, crawl and swing your way through amazing 3D environments, 17 chapters of gripping action packed story, so up against critters, robots, weil of monsters, half the Red Army, and of course snakes. IBM Requires: Windows 95, Pen 200, 32mBRAM, 4mb3Daccel, 4spCD.

IBM - \$83.215

Prima's Official Strategy Guide to Indiana Jones & Infernal Machine\$24.65

International Cricket Captain 2
Captain any team in the World Cup. Captain England or go on tour to play against local sides and Test teams around the world. Hire staff, sign players, choose your team, decide match tactics. Play ball-by-ball or over-by-over, 1999 statistics of almost even player in the First Class Game. IBM Requires: P75, fibmRAM, SVGA, IBM - \$82.15

Interplay's 15<sup>th</sup> Anniversary Anthology
This six CD anthology contains the complete games of Battle Chess, Beat the House,
Castles II, Conquest of the New World Deluxe, Descent, Dragon Wars, Fallout, Norsey
Norsewest, MAX, Redneck Rampage, Shattered Steel, Solitaire Deluxe,
Stonekeep, Virtual Pool and Whiplash. IBM Requires: 32mbRAM, 1mbSVGA, Per
\$50.00

LEISURE SUIT LARRY'S CASINO

Play five great Vegas-style games against the computer and a host of zany, animated characters from Larry's past lives. Games included are Blackjack, Roulette, Craps, Poker, Slots, and 3 bonus games. IBM Requires: Pen 90. 16mbRAM.IBM - \$10.00

KINGPIN Life of Crime

Xatrix
An gory and violent game that comes with a low-level violence option if required. Built
upon the Quake II engine, you recruit a gang of thugs and rule the streets. Your gang
will follow yon on a big blo, back you up in a fight act. As you move up in the crime
will follow yon can be good to head against Kingpin and his gang. You can talk
to other characters, the local pearwo-matic has the weapons you need if you have the
cash, you can even kill enemies with a single head shot. IBM Requires. Windows '95,
Pen II 233, 64mBRAM, 4spCD-ROM, 3Deccel.

IBM - \$82.15

MADDEN NFL 2001 EA Sports MADDEN NFL 2001

Features all-new 3D player models; signature players, styles and voices of real NFL coaches, make defensive adjustments on the fly; legendary players; head-to-head forball online. Compete online and see how you stack up against the best with an online ranking system. IBM Requires: Windows 95, Pen 200, 32mbRAM.

IBM -555.00

MONOPOLY
Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. IBM Requires: 486/33+, 8mbRAM, Windows 95.

MONOPOLY CASINO
From poker and roulette to blackjack and slots. Play all the most popular casino
games in a 30 Monopoly casino. Try your luck on over 40 Monopoly themet games
with over 200 variations. Play on the one computer, with friends or against the
computer, or over the intermet. Has 19 slot games of firing over 130 variations to
chose from. Everything has a Monopoly theme! IBM Requires: Pen 166, 32mbRAM.
48pCD.



NBA LIVE 2000 **EA Sports** NBA LIVE 2000

EA Sports
All-Star teams from each of the five past decades. Play with Michael Jordan — go 1on-1 in a street court duel or play him on a Legends team. Enhanced player
animations. New color commentary, multiple camera angles, full NBA fraft and total
team management. You can download you & your friends' faces to create a team of
yourselves! IBM Requires: Windows 95, Pen 166, 4spcD-ROM, 32mbR4M,
4mbSVGA.

NHL '00

The most realistic hockey game ever made. With bigger bodychecks, harde shoting meter, improved Al gives smarter goalies and players, new beginner level, awesome 3D graphics and sound, updated 1998-99 NHL stafs, rosters, multiple seasons, international play head-to-head modern & LAN competition, etc. Requires: Win'95, Pentium 166, 4spC-D-ROM, 16mbRAM, hard disk.

PULIUE QUEST SWAT 2
Keep the peace. Build the ultimate SWAT team or the deadliest terrorist organization. Choose from 100 SWAT officers or 100 terrorists. Undergo actual SWAT tentes of the control of terrorists organization. What is a second of the control of terrorists or 100 terrorists. Undergo actual SWAT tentes of the control of terrorists or 100 terrorists. Officers of the control of terrorists or 100 terrorists or 10 POLICE QUEST SWAT 2

RAILROAD TYCOON Deluxe
Another reprinted classic. The game of railroad building in the 1800s, by Sid Media Build your own railroad in six world regions, four parts of America, Europe and Africa Control 32 types of trains, each with its own speed and ch aracteristics. Brequires: 486+, CD-ROM, AmegRAM.

\$22.00

Regules: 40c+, CD-PCM, 4megradm.

RAIL ROAD TYCOON II Gold

Microprose

Completely re-done with stunning 3D graphics. From the year 1804 to 2000. This is
a real railroad game, not just a strategy game that happens to involve railroads.

Everything is authentic, from the period video and pictures interlaced within the game
to the design and interface. Al opponents are based on real people, and all the maps
are real. based on satellite photos. The 18 scenario campaign lets you re-create
history's greatest railroading feats and failures. Sandbox mode for noncompetitive
play. Sophisticated stock market with margin buying, short selling and hostile
takeovers. Integrated map editor lets you built your own world. 3d different cargos
and 59 angines from around the world includes the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Second Contury Cargo

Section 18 of the Second Section 18 of the Secon

Pack. IBM requires: bodder, IBM - \$600.20

ROLLER COASTER TYCOON

Design & construct your own roller coaster rides, or choose from pre-built ones. Raise prices, increase research, monitor customers moods. Watch technology develop nerdes. Invest in food and drink stalls, hire entertainers. Over 20 mission based scenarios, etc. IBM Requires: Pen 90, 16mbRAM, SVGA, 4spCD-ROM.

IBM - \$500.20

RUGBY 2001

Features 20 real international teams and players. Realistic player likenesses including build and height; all new 3D game engine, realistic weather and plitch effects on 23 real stadiums from around the world. 2—4 players can play on one computer. Dynamic team control. IBM Requires: Pen 200, 4spCD, Windows 95, 32mbRAM.

SCRABBLE

Mattel

Classic or Duplicate Scrabble. Features 3 different board styles, word search and hinitory

functions, play via modern or network, 4 different skill settings, 4 levels of vocabulary.

IBM Requires: Pen 90, 8mbRAM, Windows '95.

SIERRA'S QUEST Series Volume One
Sierra
Four classic games from Sierra, Kings QuestVII, Police Quest: SWAT, Space Quest
6 Roger Wilco, Quest for Glory: Shadows of Darkness.486/66.
\$87.65

SIMCITY 2000 CD Collection

MAX

This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus
Cities and Scenarios. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CDROM.

IBM - \$32.85

SIMCITY 3000 Unlimited

SIMCITY 3000 Unlimited

Maxis
Create and control your urban empire with more power than ever before. You get all
the features of the original Simcity 3000 plus much more. Expand your simcities with
two new buildings ests (with hundreds of new buildings) from Asia and Europe. Take
on 13 challenging scenarios or create your own. Unleash four new disasters such as
plummeting space junk. IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM.
2mbSVGA, Windows 95.
Simcity 3000 Prima's Official Strategy Guide
SiM Mania Pack
Has six complete SiM games, being SIMCity Classic, SIMTower, SIMIsis SiMSafari,
Streets of Sim City, and SiMCopter. IBM Requires: Windows 95, Pen 166,
18th 443.00

STAR WARS Episode I Insider's Guide EUCASATS From in-depth character profiles to cinematic secrets, with exclusive interviews with George Lucas, 2,000 + Images, theatrical trailers, selected film footage, over 300 pieces of original art, including rotating 30 models of major vehicles and craft, hundreds of trivia questions, etc. IBM Requires: Pen 133, 16mbRAM. IBM - \$54.80

STREET WARS Constructor Underworld

A malia real-time strategy game A step by step tutorial makes everything from building a business to whacking an opposing boss as easy as "R.P.C." Five completely different cities each with multiple missions and sub-plots. More than 40 unique and upgradable building types such as saloons, inglinktuble, brothels. Using your motley collection of gangsters, fixers, thugs, undesirables and tenants, you need to wrest control of building after building until you have a cut of every lilegal operation in the city. IBM Requires: Pen 166, Windows 95, 16mbRAM, 2mbCraphac Card.

SYDNEY 2000 The Olympics

Be a part of the only official video game of the Olympic Games. 12 gruelling events to test your power, stamina, accuracy and skill. 100 meters sprint. 110 meters hurdle, hammer, javelin, tiple jump, high jump, 100 meters freestyle swimming, 10 meter diving platform, sprint cycling, etc. 4 modes of play. Olympic, areade, coaching and head to head. Single and multiplayer action. IBM Requires: Pen II 266, 32mbRAM.

\$8.00

SWAT 3 Close Quarters Battle
Set in Los Angeles in 2005. In the next seven days, representatives from all around
the world will floom here to sign the United Nations nuclear abolishment treaty, its up
to the LAPD SWAT to protect these dignitaries. You lead a five-man entry team, and
systematically search each environment in a stunning 3D resentation. Choose either
mission or career mode in 16 stunning settings with over 150 characters. Each
mission brased on real LA. You have a huge stream of the propose and equipment of the protection of the pro

Bullfrog THEME PARK WORLD An all new Theme Park that lets you not only design, build and manage your own theme park, but now you can also find all of these nides that you created in a realism tense per park, but now you can also invent even better attractions and facilities, and you can also invent even better attractions and facilities, and you can also invent even better attractions and facilities, and you can also invent even better attractions and facilities, and you can also make a support of the part of the part

TRANSPORT TYCOON TRANSPORT TYCOON

Construct complex road-rall-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA, 3D isometric world maps Build stations, docks and airports and make money by connecting areas requiring transport services. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! IBM Requires 386+, SVGA, 2spCD-ROM, 4mbRAM, hard disk.

\$21.90

THE CD-ROM GAME OF LIFE

Hasbro
The classic family board game comes to the PCI The alm of the game is of course, to make more money than you ever dreamed possible. To achieve this you must travel the road of life making crucial decisions to outwit and out-wealth you must travel the road of life making crucial decisions to outwit and out-wealth you must competitors. Choose college or career, get married, start a family, buy a house, etc. With hundreds of dynamic animations. IBM Requires: Windows '95, Pen' 35, Pen' 35, Pen' 35, Pen' 35, Pen' 35, Pen' 36, Pe

THE CURSE OF MONKEY ISLAND
Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes, incredible high-res 640x480 graphics, 30 plus hours of gameplay. IBM Requires. Pentium 90. Win 95, fribinRAM, 4spCP-ROM, SVGA.

THE NEXT TETRIS

All the fast paced action and strategy of the original game plus new 3D grabular wobble blocks, breakaway bricks, and special gravity effects. IBM Requires. Windows '95, Pen 133, 2mbSVGA, 4spCD-ROM.

IBM - \$54.80

THE SIMS

Maxis
From the creators of Simotly comes a really cute, addictive new game. Create an entire neighborhood of Sims and run or ruin their lives. Help them pursue careers, make friends and find romance, or see what happens when you make a complete mess of things. You create the sims, designing their personalities, appearance, shill be you can even re-create your own family and friends. Use pre-bull to redesign their homes and furnish them with over 150 Items. IBM Requires: Windows '95, Pen 23; ZBMPAM AGCD-ROM ZBOSVQA AGP video card.

Livin Large Expansion Pack Put your sims in outrageous situations and setting include a home cemensh but a region sime of the properties of the properties of the properties with the vibromatic heart bed, practise with an electric guitar, etc. IBM - \$44.00

TIGER WOODS USA TOUR 2000

EA Sports
Golf so real, you'll want to wear spikes. Features new and improved ball physics
upprecedenter realism; eight tour championship courses, including EA SPORTS
exclusive Pebble Beach Golf Links. 12 different game modes include all-new USA
TOUR Season, Skins, and Shoot-Out. And has a Course Architect which lette you builc
your own courses. IBM Requires: Windows 95, Pen 166, 32mbRAM, 2mb30. \$82.15

TOTALLY MAD

Broderbund

Every issue of Mad magazine ever produced is contained on this 7 CD-ROM set, hard's over 500 issues. Also desktop themes, images of bonus Items. IBM Requires: Windows 95, Pen 90, 32mbRAM, SVGA.

Windows 95, Pen 9ty, sembrow, 30-0.

Trivial Pursuit A Thousand Years of Trivia

Celebrate a thousand years of trivia as we enter the new Millennium by reviewing the people and events that have got us to where we are today. With 2,000 new questions, in three versions: Classic Pursuit as you make your way around the board, Party Pursuit where you have to 'buzz' that you know the answer; and Point Pursuit, as you race agains the clock. IBM Requires: Windows 95, Pen 166, 16mBAM.

IBM - \$82.15

EA Sports Triple Play 2001

This is power baseball. This latest version features all 12 home run hitting participants, baseballs all-lime greats, EA Sports Internet Matchmaker hooks you up with the best Internet competition, you can put your own face in the game, big plays and big hits unlock special rewards, an all new fielding view delivers a whole new perspective. IBM Requires: Windows 95, Pen 166, 32mbRAM, 2mbSVGA, 4spcD-ROM.

EA The F.A. Premier League Stars
The stars, rivalries and passion of the world's most exciting soccer league. Has all the real FA Premier League clubs and kits, all the real FA Premier League clubs and kits, all the real FA Premier League Stadiums, and all of the stars. All the power is in your hands with the brand new Stars concept. Win games, earn Stars and Improve your players in ten important footballing skills such as passing, shooting and tackling. IBM Requires: Pen 166, 32mbRAM, Wind.

BM SSA.

UEFA UERO 2000

EA Sports

World soccer. Play for y our own country. Play the qualifying rounds then take on all the real teams, players and groups of the EURO 2000 fournament. Select tactics, control training, organise practice matches with your reserve team. Each national side players like the real thing, IBM Requires: Pen 133, 32mbRAM, 4spCD.

IBM - \$77.00

ULTIMATE SIM PACK
Contains Sim City 2000, Sim Earth and Sim Farm. Wow. IBM Requires: 486, SVCA
BBM-RAM, 2spCD-ROM.
BM - \$82.15

Various Contains four complete games. Codename Eagle, which is a stunning Half-Life-style game, with a parallel timeline. The Tsar's son Peter has already conquered Europe and now turns to the rest of the world. Also has Force 21, a real-time 3D tactical wargame, Gulf War, where you fight Operation Desert Hammer in a shoot-em-up style game; and Fy, which is a flight simulator which has nothing to do with war IBM Requires: Pen 200 MMX, Windows '95, 32mbRAM, 4spCD-ROM, 3D/Acclerator. WARPACK BUNGLE

WCW NITRO

EA Sports
World Championship Wrestling, Take on the superstars of WCW and the NWO. Filin
arenas from WCW's biggest events, plus tons of hidden arenas, "run-in"
characters, and brawling out of the ring. Over 60 WCW and NWO professional
wrestlers. IBM Requires: Windows '95, Pen 166, 176mRAM, SVGA. IBM-382.15

WORMS United Microprose Contains the original Worms. Up to 16 can play on the one computer. *IBM Requires 386/33*, 29cD, 4mbRAM.

Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to usl
First, please ring us and we will tell you what must be done. In some cases we will
give you the address of the company who distributes the game in Australia; and in
other cases (especially with CDs) we will ask you to send the entire game back to us,
and we will return it to the Australian distributor on you behalf. When they send us
the replacement, we'll get it straight back to you.

# Roleplaying Games: 7th Sea - Bubblegum Crisis - 47

# Role Playing Games

# Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

### 7th Sea

7th SEA PLAYER'S GUIDE By AEG. Discover the world of 7<sup>th</sup> Sea, where swashbuckling mixes with sorcery and piracy in heroic action. This is a world where secret societies, intrigue, and dashing acts of derring-do abound. Includes a quick-start guide, over 100 pages of source information on Theah, the world of 7th Sea. Rules use a unique bidding system, giving players and CMS control over the mechanics of the game. Hardback. \$64.35 7th SEA GAME MASTER'S GUIDE The perfect companion to the Player's Guide, this hardbound volume contains everything from helpful hints to downight dirty tricks, plus a wealth of information on the world and its nations, cultures, secret societies. Hardback. \$61.05 7th Sea GM's Screen & The Erebus Cross #1 Typical GM screen blust the first part in a 3 part adventure that leads the players across main

# Aberrant

beginning of the end of the golden age of novas, the beginning of dark times. \$43.95

Aberrants Worldwide Phase 2 Advances the time frame to 2015. Something is wrong. The angels are falling one by one, the world is about to plunge into madness. A glorious new age?! The four scenarios included in this book allow the player characters to decide the games history. \$46.95

Aberrant: XWF X-treme Warfare Federation shootfighters take recreational combat into the extreme zone of skhr-ripping, blood boiling, bone-crushing physical trauma. Also sponsors, viewers, etc.......\$10.45

Aberrant: Year One Details the world as it stands in 2008. Presents fourteen story locations from around the world, various new dangerous technology; characters for players to interact with — good and bad...\$30.75

Expose: Aberrants Fuglitives, murderers, or unsung heroes? The nascent Aberrants organization and its fight against Aeon's Project Utopia....\$10.95

ReignofEvil.com Shrouded in music, demon worship and drugs, these self-styled cultists proclaim their deviant beliefs to the world.......\$10.45

#### All Flesh Must Be Eaten

ALL FLESH MUST BE EATEN RPG The zombie survival horror roleplaying game. Has eleven different walking dead settings allowing customization of the storyline. A comprehensive zombie creation system to surprise and alamp players. Detailed character creation rules for Norms, Survivors and the Inspired. The Unisystem rules mechanics. And a list of equipment crucial to surviving a world of shambling horrors. Hardcover.

# **Alternity**

STAR DRIVE NOVELS The Harbinger Trilogy

1. Starrise at Corrivale Great reading — I read all 370+ pages in three days! Gabriel Connor is a Concord marine with great opportunities before him until he is made the scapegoat of a political disaster. But as he finds himself up against the governments of two planets in the Verge, Voidcorp, and Concord friends-became-nemies, he finds Concord has not finished with him yet. While trying simply to survive, he stumbles across part of the mystery about The Sience, but he doesn't like what he finds. nor will you! \$13.15
3. Nightfall at Algemron An alien menace looms on the outer reaches of known space while viying factions grasp for control within the settled systems. Gabriel goes to a system with ruins of a forgotten civilization. \$12.05

#### Miscellaneous Star Drive Novels

Miscellaneous Star Drive Novels

Starfall A collection of short stories set in the Star Drive setting, written by such leading science fiction authors as Michael A. Stackpole, Diane Duane, Robert Silverberg, etc. \$12.05

Zero Point Peter Sokolov, a bounty hunter and cybernetic killer for hire, apprehends his target, a Japanese woman. But they encounter a derelict alien spacecraft and learn that the only way they can survive is to trust each other. This really is a great novel. More twists than a braid! \$12.05

- Two of Minds in the underground hell of the planet Oberon, life in a street gang doesn't offer many possibilities. Until Kai robs the wrong man and finds himself in the middle of a power struggle. Now VoidCop is trying to kill him, Concord's trying to use him, & a fraal is trying to train him. \$14.25

- Gridrunner A black market courier journeys to the Verge to enter the stritual world of the mysterious Grid to make a delivery. But soon she is in a desperate conflict between a crime syndicate, terrorists, etc.........\$14.85

#### DARK MATTER

DARK MATTER CAMPAIGN SETTING In the modern world, not everything is as it appears. Paranormal occurrences and occult activities are becoming everyday happenings. These events are quickly hidden from public view by various world governments and other organizations. Doorways to other worlds are opening, and it's up to the heroes of the Hoffmann Institute to determine friend from foe, good from evil, and conspiracy from happenstance. Already the entire world is threatened by far reaching conspiracies. \$62.70 

#### **Dark Matter Novels**

APOCRYPHA RPG A new fantasy roleplaying game containing complete roleplaying rules and massive source information. Over 300 pages! The world of Allmathe was created by gods, whose divine influence touches every mortal in their own way, but life is not about obedience to the divine. But all Apocrypha characters have equal abilities to perform magical feats. Details cities, races, the gods, cobmat, technology, appendixes for traits, gifts, weapons. \$57.95

# Ars Magica 4th Ed

ARS MAGICA 4th Ed The new edition of Ars Magica by Atlas Games. This is the world of Mythic Europe. It is a place where the glonies of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stall the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folkale and you will have a struggle: wars and plagues stall the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folkale and you will have a struggle: wars and plagues and you will have a struggle: wars and rural spirits and you will have a struggle of the young and magic is everywhere. You will play a magus, a member of our proyer and magic is everywhere. You will play a magus, a member of the young and you will have be paged list the wealth of Mythic Europe - its colorful inhabitants. Will have be paged list he wealth of Mythic Europe - its colorful inhabitants. Will have been some than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc.

4.1.25

Festival of the Dammed Toward of a stutisted corpse. Festival of the Dammed Residual statistics, etc.

4.25

Festival of the Dammed Toward and the statistics of the young and the statistics of the young and the young and the young and young and

waters, offering rules for their creation and maintenance. It delives into the myths and legends of the deep, plus rules for trade. Has a host of sea-beasts, mundane and magical. New spells, new character archetypes.......\$34.65 

### Attack of the Humans

ATTACK OF THE HUMANS RPG A humorous roleplaying game set in today's society, but with one difference — there are monsters among us. Humans, united by a common cause, rise up to meet this new threat. The last time monsters were on the earth they had the advantage, as we only had swords and knives, but this time the humans have better weapons! With 85 unique skills, 47 monsters, humorous game system, equipment, etc. \$19.75

# **Baron Munchausen**

BARON MUNCHAUSEN The Extraordinary Adventures of A highly irregular and amusing, complete roleplaying game in just 24 pages! By Hogshead Publishing: The whole book is written by the Baron himself, who digresses into one of his stories every other paragraph. To quote the Baron, "My game is a simple one, based upon a ritual l observed in the tribes of the remote Amazon, which they practise while preparing food. I was able to study the ritual in some depth since I had undergone the misfortune of being captured and was indeed the food...ah, but I am meandering again. The game is simple. The players sit around a table, preferably with a bottle of an interesting ilqueur or a decent wine to moisten their throats, and each takes a turn to tell a story of an astonishing exploit or adventure. The telling of the atle is prompted by one of the others (the game has 200 ready-made story ideas) and the rest of the company may interrupt with questions and observations, as they see fit, to which the tale-teller rebuts or avoids. The winner buys the others a drink, and then the game starts over again.\$13.15

# Big Eyes, Small Mouth

# **Blood of Heroes**

### **Blue Planet**

BLUE PLANET MODERATORS GUIDE Whether you are new to the Blue Planet universe or a veteran moderator, this book contains information vital to running exciting and effective adventures on the new frontier, includes regional maps and descriptions detailing the topography and history of the most heavily colonized region on Poseidon - the Pacifica Archipelagor, key maps and detailed descriptions of more than twenty colonial, Incorporate, and native settlements; classified information on Incorporate, GEO, and native settlements; classified information on Poseidon's aborigines. \$55,95

BLUE PLANET PLAYERS GUIDE Whether you are a newcomer or native, this guide contains everything a Blue Planet player needs to survive on the new frontier. Has a detailed future history of the Blue Planet settling; introductions to Poseidon, the GEO, the Incorporate, and the natives; information on the sociopolitical landscape of both Poseidon and the Solar System; the newcomer survival guide; detailed descriptions of personal equipment and biotechnology; complete game rules, entirely redesigned for Stages Planet AGM Screen, 28 new adventure hooks, a cross-referenced.

Access Denied A GM Screen, 28 new adventure hooks, a cross-referenced Access Jenied AGM Screen, 28 new adventure hooks, a cross-referenced index, expanded character generation guide, major settlement reference data, a complete intersettlement distance chart, damage tables. .....\$23.95 Blue Planet: Archippelago The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, thirteen famous and infamous personalities, etc.....\$38.45

### **Brave New World**

## **Bubblegum Crisis**

BUBBLEGUM CRISIS RPG Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers. MegaTokyo's help comes from The Knight Sabres, a mysterious team of vigilantes equipped with hardsuits and robotic motorcycles. \$50.55
Bubblegum Crisis: Before & After Details the events, characters and equipment from the two spin-off series from BGC; AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine; and Bubblegum Crash, set after BGC, where admidst a sea of robots and androids, the ultimate evil is backh.

# 48 - Roleplaying Games: Cthulhu – Conspiracy X

# Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

desires. An excellent RPGI By Chaosium.

Call of Cthulhu Hardcover 5.6<sup>th</sup> Edition The Great Old Ones ruled the earth aeons before the rise of man. Remains of their cyclopean cities can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frozen wastes of the polar extremes. Originally they came to this world from the stars. Now they sleep — some deep within the earth, and others beneath the sea. A highly recommended atmospheric, opticin-form CPG set in H.P. Lovecrafts 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. This new edition is only slightly revised. No new rules.

\$71.45

ancient Mayan ruins. \$22.55 Beyond the Mountains of Madness Over 430 impressive pages of pur adventure as you lead a new expedition into the frozen antarctic. How credible were the Miskatonic University reports of fossilised remains o ancient life forms pre-dating all know terrestreial life? Heaps of sources

adventure as you lead a new expendion in the library and anators. Those reddible were the Miskatonic University reports of fossilisad remains of ancient life forms pre-dating all know terrestrieal life? Heaps of source material.

MU Antarctic Expedition Pack An expansion for the above. Has a sale and the summarian of anatoms of the summarian of double sided newspaper clippings. 4 boarding passes, narrative, 2-cold 6x20° map of Antarctica, and various other handouts. — 343.95

Before the Fall Innsmouth Adventures Prior to the Great Raid of 1928. Floridation and evil of 1928 for dangerous adventures set in Innsmouth, prior to the government raid of 1928. Hidden in the fallen buildings, under the silted harbor, and behind he faces of the sullen inhabitants lie secrets, malign and evil. — \$24.75

Blood Brothers Reprinted. Has 13 adventures dealing with non-Chulhu Mythos entitles, each drawing from a type of horor movie. Has vamplies, werewolves, zombies, mummies, fish people, mad scientisis, etc. …\$43.37

Call of Cthulhu Keeper's Screen A 3-panel GM screen, 20 page mini adventure set in the 1920s. A 4 page table summarizing most core spells, at a page combat summary and weapons table, & character sheets. …\$28.75

The Complete Dreamlands Fourth Edition, expanded and revised, a page combat summary and weapons for over 30 prominent NPCs. The Crature Companion This collection of over 100 creatures is a must for any Keeper. It contains all the game statistics for each monster, as well as a ravelogue of additional detail from the famed Mythos expiorer Sir Hansen Poplan. Contains most of the metal from Yea Booke of Monstres 18.11 \$46.75

Cithulhu Live Second detail from the famed Mythos expiorer. Sir Hansen Poplan. Contains most of the material from Yea Booke of Monstres 18.11 \$46.75

Cithulhu Live Second detail from the famed Mythos expiorer. Sir Hansen Poplan. Contains most of the material from Yea Booke of Monstres 18.11 \$46.75

Cithulhu Live Second For Yea Prantasy Flight, Includes the Keckper's Guide and the Player's

new adventures. Set in 1927, the investigators must travel to four continents and the planet Gelaeno.

Dead Reckonings An anthology of scenarios set in mysterious Nes England. Set in Arkham. Dumwich, and the small village of Martin's Beach, these adventures span the spectrum of terror. Herein the dead walk shadowy cults clash with monstrous forces, and an abomination awaits

shadowy cults clash with monstrous forces, and an apolimination lawding.

\*\*Saon Tebirth into something worse.\*\*

\*\*Saon Tebir

Eye terrorists tignt alternations, see \$82.45

Dwellers in Shadow By Triad Ent. Has six dire scenarios by well know to Chulhu authors, that are designed to pierce the veil of shadow and bring forth horrid secrets, for a variety of time periods. Also new creatures, maps \$38.45 Elder Party Y2K Nomination Kit The usual poster and envelope with \$32.95

Chulhu authors, that are designed to pierce the veil of shadow and Dring forth ord secrets, for a variety of time penods. Also new creatures, maps. \$38.45 Elder Party Y2K Nomination Kit The usual poster and envelope with hand-outs, etc. — \$32.95 Grimrock Isle A chilling solo adventure with nearly 1,000 entries, 322.95 Grimrock Isle A chilling solo adventure with nearly 1,000 entries, 322.95 Horror's Heart This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Lavoie family of Montreal and learn what impenis them, and glimpse a strange cult that thrives in Quebec. — \$24.15 Last Rites Four new challenging horror adventures for today. The death of a professor is followed by new flueralist, why do security ginore the theth of a mummy from an exhibition; suicide awakens guilt in a dying man. — \$30.75 Lurker in the Lobby Video Best of the H.P.Loverart Film Festival, Vol. 1 Has a collection of short films based on Loveraft's works, including The Outsider, The Music of Erich Zann, The Necronomicon, the Hound, Chulhu wore tennis shoes, etc. Your video & TV must be able to take NTSc. \$35.75 Mortal Colls A new anthology of eight scenarios from Pagan Publishing. Inside is a diverse group of noisome terrors ranging from surreal horror to violent action, including a murdered professor, a pair of missing brothers, a man gone made in Kentucky, a strange kidnapping, etc. — \$42.85 No Man's Land The setting is WM1, the Arden Forest You are members of the famous Lost Battalion, confronted by German soliders & something volval and inhuman that Lurks beneath the forest floor. — \$42.85 Nocturum: Long Shades By Fantasy Flight. Par 2. Contains a wealth of background material on this malignant new force well as three complete adventures. This is a post-modern setting, 340.85 Nocturum: Deep Secrets By Fantasy Flight. Par 2. Contains 480.86 Nocturum: Deep Secrets Shadow Over Insmouth story. Miskatonic gradue are also the professory of the secret and darken in the shadows. This Fright Night scenari

Investigators, and investigations are all the analysis of the forms of the financiary of the financiar

Devil's Triangle? Why was the Mary Celeste abandoned after it passed throught Triangle's waters? What caused the disappearance of an entire flight of Avengers in 1945? This is a guidebook to the entire Caribbean region, and has heaps of hard facts & Cthulhu ideas about the Bermuda

region, and has heaps of hard facts & Cthulhu ideas about the Bermude Triangle.

733.55

The Compact Arkham Unveiled A panoply of Arkham, circa 1928. Its business, scholars, skills, tomes of power, costs, relationships, criminals cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition to Arkham unveiled.

335.75

cultists, and ordinary honest people are lovingly uneared.

cultists, and ordinary honest people are lovingly uneared.

335.75
The Compact Trail of Tsathuggua When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend.

The Complete Masks of Nyarlathotep The classic adventure, complete for the first time, with the lost Australian chapter and four new episodes. This is a series of linked adventures of horrifying deeds and dangerous sorcery, as the heroes try to unravel the fate of the Cartyle expedition.

36.75
The Dreaming Stone Set in the Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late?

The Hills Rise Wild Iod Wizard Whateley has died, and his precious copy of the Necronomicon, a book of powerful magic, is up for grabs. Now four factions of monstrous, power-hungry hilbillies must ransack the ramshackle shacks of Dunwich in a frantic search for the treasure. Pit your team of drooling horrors against your friends in an all-out battle of bullets, brawn and brains. A fast-play miniatures game that's light on the rules and heavy on the ghouls. Has 18 game board tiles (each is 16cm x 16cm) which can be arranged in limitless ways, 24 cardstock characters, 24 corpses, 32 playing cards, tape measure, etc.

\$77.00

arranged in limitless ways, 24 cardstock characters, 24 corpses, 32 playing cards, lape measure, etc.

The Lurker in the Lobby This book is a guide to the cinema of HP Lovecraft, by Pagan Publishing, Reviews the famous, infamous and just plain obscure films and TV shows inspired by Lovecraft, helps of photos, 540.65

The New Orleans Guidebook New Orleans in the 1920's is a city of many faces. The galety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement; stands in contrast to the rich opulence of the Garden District, 531.85

The Realm of Shadows A 1940s campaign by Pagan Publishing, Has source material on ghouls, the Cult of the Chamel god, and the notorious Cultes des Goules, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. 200 pages.

\$43.90

Litatti Asfet A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight," set in the 1990s.

\$42.85

Ye Book of Monstres II Dozens of new races and individual creatures for use with the Call of Cithulhu RPG. Includes outer gods, eldar gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities.

\$21.95

CTHULHU MYTHOS ANTHOLOGIES

ThuLHU MYTHOS ANTHOLOGIES

The Hastur Cycle 2<sup>nd</sup> Ed A definitive collection of stories about He Who
Not To Be Named. Classic stories by Lovecraft & his circle. *Due* ?..\$17.55

Mysteries of the Worm 2nd in the series of classic Cibuhlu mythos
ction edited by Robert M. Price.

\$42.85

Cthulhu's Heirs New collection of tales, modern authors follow in the
quiddy flootsteps of Lovecraft & pals.

\$20.35

The Book of Iod Thirteen short stories by Henry Kuttner, friend of
ovecraft and Bloch.

The Book of lod Thirteen short stories by nearly scales. \$20.35

The Azathoth Cycle Sixteen horror tales concerning the ultimate hass, a god that created the universe by mistake, or as a loke....\$20.35

Made in Goatswood 17 stories written by authors who admire the orks of Ramsey Campbell, including one story by Campbell himself, all ories are set in that fearful part of Severn Valley. \$20.35

The Dunwich Cycle 9 stories set where horror begins - in the unwiches of the world the old ways linger. Places that shelter horrifying this.

unwiches of the wond to the state of the sta They are obsessive, loners, congressive, seems, see

10. The Cthulhu Cycle The latest collection of tens.

Mythos, this one starring the great tentacled monstrosity himself....\$20.35

11. The Necronomicon includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the 327.45

\$27.45 

12. Xothic Legend Cycle The complete Mythos fiction of Lin Carter. \$20.35

13. Nyarlathotep The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. \$20.35

14. Singers of Strange Songs Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr Lumley. \$24.15

15. Scroll of Thoth Twelve tales of the Cthulhu mythos by Richard L Tierney, all focusing upon Simon Magus and the Great Old Ones. \$24.15

16. The Complete Pegnan Newly set versions of Dunsany's first two books, Gods of Pegnan and the Gods. \$24.15

17. The Innsmouth Cycle The Taint of the Deep Ones in 13 tales, including the spectre of nuclear weapons, as Freedom of Information Act searching the government coverup of Innsmouth. \$23.95

18. Tales Out of Innsmouth Ten new tales and three reprints concerning the town, the hybrids living there, the strange city nearby under the sea those who nightly lurch and shamble down the fog-bound streets of Innsmouth. \$28.55

19. The Book of Elbon A tome so ancient that it was originally written in the Hyperborean language long before Atlants. Dec? \$24.15

Innsmouth.

19. The Book of Eibon A tome so ancient that it was originally written in the Hyperborean language, long before Atlantis Dec? \$24.15

20. Nightmare's Disciple This first full-ength Cthulhu novel contains a wealth of terror. About an insame cultist in New York who is bent on freeing a monstrous goddess from imprisonment. Opposing him is detective Christopher James Stewart. In the modern world, mature readers only.\$35.15

21. The Ithaqua Cycle Includes 13 lates related to Ithaqua, the elusive and utterly supermatural Wind-Walker of the Icy Wastes. \$23.95

22. Allen Intelligence: Delta Green By Pagan Publishing. Eight tales of cosmic horror and personal apocalypse, as the agents of Delta Green, now working without any government support, continue to fight against the rising tides of darkness. \$32.90

working without any government support, continue to fight against the name tides of darkness.

\$32.90

23. The Antarktos Cycle Tales of horror and wonder at the ends of the Earth. With The Mountains of Madeness and other chilling tales of terror, set in the frozen wastes of Antarctica 572 pagest.

\$40.65

24. The Yellow Sign & Other Tales 600 pages being the complete weith ales of Robert W Chambers. Short stories include The King in Yellow, the Maker of Moons, the Mystery of Choice, Tracer of Lost Persons, the Tree Heaven, & two complete books, Police & in Search of the Unknown,\$42.95

25. Return to Lovecraft Country Has fifteen frightening forays into the Lovecraftian landscape, published by Traid Entertainment. Contains works by TED Klein, Richard Lupoff, Thomas Ligotti, Lin Carter.

\$24.15

26. The Book of Dzyan Reproduces nearly all of the Book of Dzyan that Blavatsky transcribed, as well as long excerpts from her Secret Doctrine, \$28.55

27. The Rules of Engagement: Delta Green By Pagan. When an agent vanishes, leaving behind a lifetime of mystery and igniting a future of peril, a Delta Green team is pulled into a vortex of horror & deception.

\$28.55

Champions

CHAMPIONS: NEW MILLENNIUM, Second Edition We're making a few changes in the second edition of CNM. First, it will have a new (and easier to follow) layout for the FUZION Rules. Second, it will have both Fuzion and HERO System 5th Edition write-ups for the characters. We're cleaning up all of the typos we can flind as well. It won't have the interior color pages, but the comic pages will be there, in greyscale, and re-lettered. \$52.50. Champions: Alliances You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job -you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. \$27.45. 

# Changeling

CHANGELING: THE DREAMING 2<sup>nd</sup> Ed RPG The last game in White Wolfs World of Darkness setting, which includes Vampire, Werewolf, and Wraith. Enter into the realm of modern fantasyl Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filled with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive sluagh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 294 color pages. \$64.35
Book of Lost Houses The five sidhe houses left behind in Arcadia return to the mortal world and find a war-torn land ripe for conquest. Dec. \$47.25
Changeling Dice Ten D10 dice with bag. \$41.35
Changeling Dice Ten D10 dice with bag. \$41.35
Changeling Player's Guide Here you learn new secrets behind the origins of the nine kith Discover the 13th kith of the Numenh Nallons. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. \$41.25
Changeling Storytellers Guide Clarifications of existing rules, guidelines for maximizing use of chimera in your game, a complete FAQ list, a expanded rules for diceless roleplaying. \$30.75
Changeling Storytellers Screen 2<sup>nd</sup> Ed Screen containing all the most useful charts, an introductory story, crossver rules. \$31.85
Creams and Nightmares Enter the world of myth and explore the history of these enigmatic creatures of dark imaginings. \$31.85
Creams and Nightmares Enter the world of myth and enames. Many changelings venture into the Dreaming Enter a darker dimension with rules for playing the dark-kin. New merits, flaws, arts, legacies, and explore the history of these enigmatic creatures of dark imaginings. \$31.85
Creams and Nightmares Enter the world of myth and enames. Many changelings venture into the Dreaming in search of their nearly forgotten paradise, and foul-mouthed tinkers. So prusque is notice personally that of the toget to know them.

\$22.55
Kithbook: Pooka Pooka are simple pranksters, with a charm that cracks a smile across faces of stone. Yet they hide their true intentions, intentions that outsiders rarely see and never fully understand. 96 pages. ....\$32.95
Kithbook: Redcaps Driven by humanity's most primitive dreams, redcaps exist within a blood-red nightmare of insatiable hunger. They leave destruction and terror in their wake, wherever they go. Learn their sources. exist within a blood-red nightmare of insatiable hunger. They leave destruction and terror in their wake, wherever they go. Learn elei secrets.

Stribbook: Satyrs Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. With a complete history from their origins in ancient Greece to the modern day, new merits, flaws, and reasures only available to satyrs.

Kithbook: Sluagh Known as witisperers in the darkness, these Kithlan are anystery. Explore the secrets of these most elusive fae, but beware, there are some secrets best not learned using the darkness, these Kithlan are anystery. Explore the secrets of these most elusive fae, but beware, there are some secrets best not learned using the factor of the factor o

#### The Year of the Reckoning Series

Fool's Luck The Way of the Commoner. Some commoners, especially those connected to the Shadow Court, resent noble rule. Now that the High King is missing, nothing stands in the way of revoluation. With a complete history of the commoner Kithain, new merits, flaws and treasures, two new but all. ...\$36.25

**Chivalry & Sorcery** 

Chivalry & Sorcery

CHIVALRY & SORCERY This is the 3'd Edition. Optional rules allow for special abilities, flaws, and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven mage vocations, heaps of spells. Tules for creating magical devices, over 175 magical materials. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages.

CHIVALRY & SORCERY LIGHT A complete stand-alone product which also stands as an introduction to more advanced Chivalry & Sorcery Cliff and the stands of the lush and verdant geography, marvel at the inhabitants & their politics. A product which also stands as an introduction of Anderia, partake of the lush and verdant geography, marvel at the inhabitants & their politics. Sorcery GMI's Handbook Awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map. \$36.25

Chivalry & Sorcery GMI's Shield Your typical GM screen, a fe page booklet with a scenario guide and seven new magical devices of power. \$20.35

Kagical Devices A little booklet of eleven Devices of Power that GMS can place in their campaign world, plus expanded rules for creating devices \$2.20

Stommwatch Your party has been charged with creating a buffer zone between the nation of Elb and the advancing Ore horde. 4-8 characters. \$16.45

The Black Dragon Reaches of Marakush Sourcebook that presents a complete fantasy world, including an overall history, races, religion, magic, languages, currency, gazetteer, timeline, creatures and technology. \$29.65

conspiracy X RPG Based heavily on the X-Files. By New Millennium Entertainment. You work for a secret US government organisation, Aegis,

# Roleplaying Games: Continuum – Deadlands - 49

who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But you go head-to-head with another secret US government organisation. "Black Book". This organisation co-operates with the aliens, assisting in abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology.

\$56.65
Aegis Handbook You are mankind's only hope. What they don't know will
hurt them and keeping the truth secret is the only way to protect them. With
expanded Aegis recruitment, new backgrounds, more character traits and
the newest equipment. How to conduct investigations & cover-ups. \$46.75
Area 31 Campaign boxed set revealing the secrets of Aegis Prime and the
top secret facilities at the Nellis Gunnery Range in Nervada including Groon
Dry Lake Research Facility known as Area 51. Includes handouts, etc.

Atlantis Rising The most human of all allens, the Atlaneans may be humanity's greatest enemy or our only hope. Immortal, invulnerable, possessed of astounding technology. History, culture, nanotechnology.

possesse or ascounding technicopy, risidity, cuture, hallote-mondy, adventure.

Bodyguard of Lies 1: Psi Wars Using nightmares as weapons, the enemy threatens to drive the most powerful among us insane. Includes an adventure pitting your agents against this terrifying psychological menace, new weapon and vehicle stats, hazardous materials, etc... \$32.95

Bodyguard of Lies 2: Mokole Strange creatures haunt the depths of the swamp, looking half human, half alligator. Legends tell of the Guardian Mokole, who protects the swamp against despoilers. Is it an alien or a supernatural terror? Includes adventure, story, rules, etc....\$31.35

Bodyguard of Lies 3: Synergy The investigation continues, suggesting a dangerous amaligamation of alien technologies by the dreade Black Book. Also explores over 70 toxins, natural and man-made, in detail. Includes tape.

Conspiracy X Game Master's Screen GMs Screen lined with easy reference charts and tables. A 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission.....\$29.65
Cryptozoology Cryptozoology is the study of unknown terrestrial lifeforms. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yett, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations, the Royal Cryptozoology Society & Titandae.

introduces two new organizations. \$36.25
Exodus: Saurian Sourcebook 65 million years ago they fought a war on
the Earth so devastating that it nearly destroyed the world and everything on
it. Those who survived fled to the stars, looking for a new home. Now they
are back amongst us, hiding their reptillian forms under false human flesh.
The true battle will soon begin. Technology, history, spacecraft, eight nations.
\$38.45

etc. \$38.45

Forsaken Rites The supernatural sourcebook. Has new descriptions o incarnate, ghosts, demons, and other supernatural beings. An extensive grimoire of rituals, a history of magic. Rules for battling corruption. Ar adventure. \$34.65 adventure. \$34.65

Nemesis: The Grey Sourcebook Thousands have reported seeing flying saucers and little gray aliens. Hundreds have described horrflying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now.

activity of Earth or declares, with the control of the control of

Details the groups Church of Coatl, Directorate X, PUPPET, 150 pulling strings, Stri

## Continuum

# Corps

CORPS RPG By BTRC. A complete generic RPG that lets you do what you want to do. Simple rules you can remember. Dice you don't have to use. From swords to psionics, magic to machine guns, past, present, future.....\$40.65 Apocalypse Not your ordinary RPG, this is an end times alternate timeline to our history. Great evil supernatural beings invade Earth at the end of WWII, raising the dead, releasing leprosy type diseases, etc. Your only goal is to survive. If you die? You keepplaying, but on the other side now!\$32.95 Down in Flames A dozen world-wrecking scenarios, with monsters, mutants, unnatural disasters, aliens, wordly horrors, etc............\$24.75

## Cyberpunk

CYBERPUNK 2<sup>nd</sup> Edition R Talsorian Games have finally reprinted the 2nd Ed Cyberpunk roleplaying game, which has been out of print for months. (It could be another year before we see a 3rd Edition). \$48.35 Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. \$17.05 Chromebook 1/2 At last! Chromebooks 1 & 2 have been compiled and re-released in this publication. Features cyberware, vehicles, software, weapons, fashion 2000 plus, exotic bio-bodyware, housings, full body borgs. \$46.95 weapons, fashion 2000 plus, exotic bio-bodyware, housings, full body borgs, etc.

S46.95
Chromebook 3/4 At last! Chromebooks 3 & 4 have been compiled and re-released in this publication. Features cyberware, tech gear & electronics, personal computers, vehicles, software, bioware, fashion, power armor, cyberpets, full body borgs, cyberdecks, etcl.

\$43.95
Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War.

\$18.65
Edgerunners Inc Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, body-guarding, asset acquisition, smuggling, investigation, demolitions, code-cracking, repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations.

\$21.95
Live and Direct in the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Millitary strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. \$22.55
Neo Tribes in 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. \$21.95
Rache Bartmoss' Braitmayer Blowout Like Blackand's Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also stats from all the preak, in exchange for starlight, freedom & a life of riding the range, living their own way. \$21.95
Solo of Fortune II 98 pages including Am Chromebook 3/4 At last! Chromebooks 3 & 4 have been compiled and re

When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger....\$24.15

#### **Unofficial Cyberpunk Novel**

DARK CONSPIRACY 2nd Ed Referee's Guide Shapes that rip and tear. Shadows that live in corners. Windows in space and time that elad to realms of madness and decay. A dark, lurking horror that feeds off the echoing anguish of a billion souls. When an ancient, brooding evil is released from its dimensional prison, humanity's worst nighmares come to life. Set in the near future — can you turn back the forces of darkness? Contains material from the previous version of the main RPG, Dark Races and Proto-Dimensions, a large section on new dimensions to explore, and adventures.

\$36.25

### Dark Town

DARK TOWN RPG Nothing is ever certain, except the end. For all time the powers of magic, religion and science have ruled supreme over fourierses. Now, this cycle is preparing to come to end, but it also marks a new beginning. It is your job as the hero of today, to survive the Neo-dark age and help rebuild the new world. Suggested for mature readers only. ....\$32.95

# DC Universe

DC UNIVERSE RPG A brand new release from West End Games. Now you can join in the epic struggle of good and evil. Play as Superman or Batman, battle against the Joker or Lex Luthor. The rules are a modified D6 System, using custom made dice. The combat system allows for comic style results. Has the DC Universe Rulebook with Hero's Guide & Narrator's Guide, hall of which is in full color, a narrator's book, a narrator's screen, and

Six dice.

\$74.75

JLA Sourcebook Chronicles the past, present and future of the world greatest super hero team and their most dangerous enemies. Also tours of each team's base and details of their favorite equipment, guidelines for creating android characters, a new fifty year adventure.

\$44.95

Metropolis Sourcebook The major locations and organizations in the city, details on over 100 heroes, villains & ordinary people, new and optional rules, advanced equipment creation with powered armor, & adventure......\$31.90

# **Deadlands: Weird West**

Grand Canyon. Can they unlook lis amazing secrets? \$40,05
Cardstock Cowboys WW #1: Starter Pack Has over 200 3-face full
color counters of heroes, scoundrels & horrors. \$41.25
Cardstock Cowboys WW #2: Horrors Has 8 counter sheets of monsters
and horrors of all shapes & sizes, from the two Rascals books. \$31.20
Cardstock Cowboys WW #3: Infernal Devices Has 8 counter sheets
of maniacal world conquering devices like steam tanks. \$31.95
City O' Gloom This boxed set covers the area in and around what was once
Salt Lake City, Includes 128 page sourcebook which covers the history and
current state of affairs, 32 page digest on augmentations of the human body,
32 page book of new hexes, a complete popular bloodsport game, full color
wo sided poster map, card pieces for the game, and card inserts. \$61.05
Deadlands T-Shift XL T-shift saying I Am the Law! \$35.15
Deadlands T-Shift XL T-shift saying I Am the Law! \$35.15
Deadlands the Weird West Player's Guide Everything you need to
create your own heroic Western heroes. With 22 full color archetypes, a tour
of the weird west, and clues to defeating the bad guys. \$25.75
Devil's Tower Part 1: The Road to Hell A chain of events begins
unfolding in City O' Gloom that will change the Werd West forever, beginning
with the murder of some of Professor Darus Helistromme's scientists. Can
be played with City or by listelf. \$20.35
Devil's Tower Part 2: Heart O' Darkness The jewel named Heart O
Darkness is apparently in the impenetrable prison fortress on Rock Island
Can you break into the prison? \$20.35
Doomtown or Bust Now the city made famous by the CCG, is covered in Devil's Tower Part 2: Heart O' Darkness The jewel named Heart O Darkness is apparently in the impenetrable prison fortress on Rock Island. Can you break into the prison? \$20.35

Doomtown or Bust Now the city made famous by the CCG, is covered in detail by this sourcebook. Gomorra stands out as a hotbed of greed violence and intrique. 144 pages, covering the people, places, secrets, etc. \$40.65

Fire & Brimstone Rules for how to play blessed folks from many major faiths, from Bible-thumping Christians to enigmatic Buddhists. There are also more than 60 miracles for the faithful, two dozen all-new gifts, etc. \$42.85

Fortress of Fear No one gets out of Devil's Tower alive. Of course, there are exceptions to every rule. This boxed set has a 96 page adventure book, a 32 page book detailing the mysterious crossbreeds, their alien technologies, and other denizens of the Tower, plus maps. \$61.05

Ghost Busters Somebody's out to get the Agency's operatives in Gomorra, and they ve kidnapped the Agency shead — the Ghost. Your posse must track down the villains and save the Ghost or the Agency will go down. \$31.85

must track down the villains and save the Ghost or the Agency will go down. \$31.85
Ghost Dancers Packed with everything you need to play Indians. It's got new Edges, Hindrances, Knacks and gear, 40 shamanic favors & 15 rituals. Notes on the differences between tribes, six kinds of shamanic medicine.....\$40.65
Hexarcana A complete library of the arcane all in a single book. Favors and hexes, kung fu fighters, thaumaturgical diffusion, divine intervention and hexes, kung fu fighters, thaumaturgical diffusion, divine intervention and learned the state of the st

chock full of northine sectors yet.

\$31.85 spinel Also a new character sheet.

Rascals, Varmints & Critters Over 50 kinds of things you'd maybe rather not run into on a moonless night (or at any other time, for that matter). Also new rules for animal sidekicks, new facts on undead, dozens of adventure.

\$41.75

new rules for animal sidekicks, new facts on undead, dozens of adventure hocks, etc. \$41.75

Rascals, Varmints & Critters 2: Book of Curses Details new and legendary critters & horrors. Optional rules for hose times when heroes catch one of the more unpleasant aliments — varmprism and lycanthropy. \$40.65

River O' Blood A boxed set about the lower Mississippi river region. Covers the war on the river, St. Louis, New Maddrid, river pirates, disease, the law, cities of the dead, new spells, the boats, etc. With a 128 page sourcebook, map, and two 32 page digests, one with a complete adventure. \$61.05

Smith & Robards Mad scientists and their werld gizmos are the focus of this book done in the spirit of a famous catalog. Traditional weapons and elixirs, ornithopters, submersible boats, steam tanks, and other devices. \$42.85

South O' The Border To the south lies every Texas Ranger's favorite enemy — Mexicol 128 page sourcebook of a land of peasant farmers, savage banditios, Mexican army patrols, and strange Aztec rituals. \$42.85

Spirit Warriors The Coyote Confederation has already been transformed into a poisonous, barren wasteland and the rest of the world may soon follow unless these pestilent poltergeists, the toxic spirits, are stopped. \$43.95

Tales O'Terror: 1877 Advances the Deadlands tumeline one year. Heaps of detail about the current state of affairs in War Between the States, the Great Rail Wars, presenting heaps of mysteries. Also new rules for heoes and Marshals, etc. \$41.75

The Acenezy Men in Black Dusters The shadowy arm of the Union

Great Rail Wars, presenting heaps of mysteries. Also new rules for neous and Marshals, etc. \$41.75

The Agency: Men in Black Dusters The shadowy arm of the Union government dedicated to opposing an unseen foe. Full of secrets, training anuals, a complete list of special equipment, etc. \$42.85

The Book of the Dead Draws Reveals the secrets of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisles, an evil manitou has hooked into each of their souls, keeping them from rightful rest. \$39.55

The Great Maze In 1868a massive earthquake dropped California into the sea, leaving behind a shattered landscape of water-filled channels and canyons, and huge deposits of gold and ghost rock. This boxed set contains everything you need to know about this area, including the City of Lost Angels. With a 128 page sourcebook, 32 page rulebook, 32 page adventure book, maps, etc. \$61.05

book, maps, etc.

Twisted Tales This here book's got space in it for you to record your p wanderings in the Weird West, plus there's a deluxe character record and rules for giving faithful writers a bonus for their efforts.

DIME NOVELS

of Varney Flats just as the ominous Night Train rolls into town. This is the third Dime novel, including an adventure. \$9.35 Strange Bedfellows The fourth Dime novel. Ronan Lynch doesn't know what's in store for him when he checks out that mysterious Wasatch camp basking in the light of the full moon. But it's more than he bargained for \$9.35 Savage Passage Ronan and his werewolf companions attempt to foil the plans of the nefarious Doctor Helstromme, who is planning to destroy the Garou's sacred caern. Includes rules for converting characters from Deadlands to Verewolf/Wild West.

Ground Zero Ronan Lynch's friends are in the worst spot of their lives. Not only have they failed to stop Billy Stormwalker from destroying a sacred caern in the Savage West, but they've lost Ronan to an evil manitou. \$9.35 The Forbidden God What is an ancient Spanish galleon doing in the centre of the salt flats? Why is it still inhabited by undead Spanish soldiers? It is up to Ronan to solve this mystery, which also includes the Forbidden God.

#### The Epitaphs

## **Deadlands Hell on Earth**

Futuristic Wild West The horrific and fantastic Wild West in the 2090s USA! By Pinnacle Entertainment.

DEADLANDS: HELL ON EARTH RPG The year is 2094 AD, but the future is not our own. The Last War ended 13 years ago when the supernatural doomsday bombs fell, killing billions and hernofroling he world into a vast Deadland, allowing the mysterious and powerful Reckneers to manifest in the flesh. These unholy beings rampaged across the Wasted West, decimating the survivors of the Apocalypse. The cities shudder beneath still howing storms, in this complete RPG, players take on the roles of radslinging Doomsayers, Law Dogs, brain-burning psykersi righteous Templars, scavenging junkers, or simply gun-toting survivors. This is a hardcover edition. \$65.95

Brainburners Sourcebook on the sykers of the Wasted West. Reveals their darkest secrets, 40 new powers, new Edges, new Hinderances, even high-tech devices and weaponry. Also a full length adventure, 128 pages, \$40.85

darkest secrets, 40 new powers, new Edges, new Hinderances, even high tech devices and weaponry. Also a full length adventure. 128 pages. \$40.65 Cardstock Cowboys HOE # 1: Starter Pack Has over 200 3-face full Cardstock Cowboys HOE # 1: Starter Pack Has over ZUU 3-later to Color counters of wasters, brainers, and abominations \$41.25 Cardstock Cowboys HOE # 2: Horrors of the Wasted West Eight sheets of 3-face full color counters of horrors of the Wasted West \$31.20 Cardstock Cowboys HOE # 3: Road Wars Eight sheets of full color counters of the Cardstock Cowboys HOE # 3: Road Wars Eight sheets of full color counters of the Starts in the Starts of the Company of the Counters of the Company of the Counters of the Company of the Counters of the Co

machines. Has complete rules for running cyborgs, 70 new cyborg systems, 280,868
Hell or High Water Life in the Mississippi Delta is real hard, with roving undead minons from the Necropolis within spitting distance. And somewhere out in the stearny swamps, a great evil has been awakened. .....\$20,35
Iron Oasis Junkyard is a city that seems like a paradise to the battered wasters who visit it. Contains all the material you need to run a campaign in the city. Also has complete aircraft rules for Sky Pirates wannabes, and rules for equipping your waster with bionic parts, with instability rules, etc. \$52.75
Monsters, Muttes & Misfits Over 40 new wasteland abominations for Marshals to rip into their posses with, as well as updates on previous creatures. Also rules for creating your own terrifying beasties. .....\$42.85
Radiation Screen The trypical GM screen plusa full length adventure called Apocalypse Nowl where the characters have to find an irradiated plost-rock bomb. Also has character sheets. .....\$22.95
Road Warriors Details those who wander the remaining highways of the 2094 Wasted West. New rules for car-chase combats, 20 different types of vehicles plus all sorts of gadgets to equip them with .....\$40.65
Shattered Coast The shattered coastiline left behind after California fell into the sea is called the Great Maze, one of the wildest and most dangerous areas of the West. This book is your survival guide to the area. ....\$42.95
Something About A Sword Sends the heroes on a quest for a sword — a relic of great power that the Reckoners are desperate to obtain. ...\$20.35

# 50 - Roleplaying Games: Dungeons & Dragons 3rd Ed

**Dime Novels** 

Leftovers A full length novella and adventure. The townies and mutants are being played off against each other. But who is doing it and why? .\$10.45
 Infestations A full length novella and adventure. Mr Teller stumbles upon an encampment of survivors, all suffering from biological warfare agents. But soon he and his friends catch the illness, and they must find a cure. ...\$10.45
 Xiller Clowns The heroes attempt to rescue hostages from an amusement park filled with terrible monsters! Also adventure info......\$14.25

# **Demon City Shinjuku**

Demon City Shinjuku RPG Based on the feature length 1988 Japanese anime action-adventure horror film. By Guardians of Order, and compatible with their other games. Set in Tokyo at the turn of the millennium. The city notles cracked and crumbling under the oppressive evil of the tyrannical Levth Rah, who has turned the city into a demon infested hell. But in three days plans to open a gate to the Demon Vold, which will turn the whole world into a living hell. But one girl and a teenage friend with mysterious martial art skills break into the city, to try to stop Rah. In the game, you can join the fight against the dark powers, or even be part of the demon hordes. Color plates....\$42.85

Dragonball Z

DRAGONBALL Z RPG By Mike Pondsmith at RTG. The ultimate power in the universe is seven mystical orbs called Dragonballs. Trying to grab them is the evil Prince Vegeta and his entlourage of henchmen and planet destroying armies. Opposing him are a tiny band of Earth's greatest martial artists and a couple of aliens. You can play as one of the Defenders of Earth, or create your characters with super-powered weapons. Fast, easy to learn Fuzion rules, full-on no hold barred combat, extensive background.....\$40.65

# **Dungeons & Dragons**

By TSR (Wizards of the Coast)
Dungeons & Dragons Third Edition



D&D 3rd Ed Supplements by other Manufacturers

Creature Collection By Sword & Sorcery, published by White Wolf. This hardcover book contains over 200 new monsters for D&D 3rd Edition. From



#### **Dungeons & Dragons The Movie**

The Making of Dungones & Dragons The Movie Behind the scene coverage, four-color photographs, concept sketches. Nov. \$41.85

Dungeons & Dragons The Movie (Jr) Novelization for younger fans is the fideal way for them to explore the D&D universe. Due Nov. \$12.85

Dungeons & Dragons The Movie (Jr) Novelization for younger fans is the ideal way for them to explore the D&D universe. Due Nov. \$12.85

Dungeons & Dragons The Movie The Empire of Izmer is on the brink of chaos, its leader murdered by a mage who seeks to take the throne for himself. Only a young empress stands in his way. Due Nov. \$14.85

Dungeons & Dragons: The Movie Adventure Game This boxed set contains everything you need to learn and play the D&D game, including game stats and background info from the movie. Due Nov. \$31.25

#### CORE RULES

192 page softback book, which offers heavy duty advice for care constructing and maintaining many sorts of AD&D high-level campaigns. dangerous opponents, saga-length campaign ideas, divine intervention. retworks, etc. Option Rulebook: Combat & Tactics all the optional combat rules any gamer could want are in this book. With an advanced and improved tactical meles system, critical hits and wound-and-injury effects, and improved tactical meles system, critical hits and wound-and-injury effects.

\$40.85

\*\*AD&D Player's Option Rulebook: Skills & Powers House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new sensory powers, and magic, new schools of magic for wizards, and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players.

\$47.85

#### **ACCESSORIES - CAMPAIGN MATERIAL**

#### ACCESSORIES - PLAYER'S MATERIAL

Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments weapons, variant armor, & morel 124 pp...\$39.55 Complete Thief Manual The Code of the Professional, new proficiencies, hief kits (sub-classes like acrobat, spp, bounty hunter, etc), details on serious thieves (utides, new tools & weapons, the Arts of Deception, new rules (mugging animal assistants, poisons, etc), & the Thief Campingli. \$40.65 Complete Priest Handbook The basic premise of Clerics & pantheons, complete for designing new railths, sample Priesthoods (e. Arts, Death, Portune, etc), Priest kits (PC sub-classes like Barbarian Outlaw, Prophet, Scholar, etc), Priest kits (PC sub-classes like Barbarian Outlaw, Prophet, Scholar, etc), role-playing personalities, pulse Priestly tierns. \$41.65 Complete Wizard Handbook Details the role of Schools of Nagpic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witzerd (Hc, etc), role-playing personalities, combat for Wizards, unusual speli-casting conditions, speli research, Illusions, 42 new spells, helpful familiars, debilitating affections, fantastic materials, etc. 128 pages. \$39.55 Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subracas, Dwarven Culture & Complete Dwarves Handbook 6 Dwarven Subra faritastic materials, etc. 128 pages. Sophia minimals decoming aniabotic faritastic materials, etc. 128 pages. Complete Dwarves Handbook 6 Dwarven Subraces, Dwarven culture & ideals, character creation, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines,

#### ACCESSORIES - MISCELLANEA

ACCESSORIES - MISCELLANEA

Bastion of Faith Presents a complete temple of priests and affiliates (holy warnors, devout rogues, pious wizards) that can be placed into any campaign or adventure. Also priest rules, maps of temple & surrounds, spells ...\$26.90

Encyclopedia Magica Volume 1 A-C 384 nardound book that lists and details every single magical tem created for AD&D. Includes new magical devices, color & & & Williams (1998). See Encyclopedia Magica Volume 2 D-P 416 pages with every single magical term from AD&D for letters D-P, new material and rules clarifications. \$90.55

Encyclopedia Magica Volume 3 P-S 416 page book detailing \$90.50

Encyclopedia Magica Volume 4 S-Z 416 pages book detailing \$90.50

Encyclopedia Magica Volume 4 S-Z 416 pages hoth detail all of the magical priests \$90.50

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magical priests \$90.50

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magical priests \$90.50 Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic terms for ADAD.

Friest's Spell Compendium Vol 1 The first volume collecting every official priest spell for the AD&D game from a wide variety of sources, including many tomes that are currently out of print - all updated.

\$50.55
Priest's Spell Compendium Vol 2 The second volume collecting every official priest spell for the AD&D game from a wide variety of sources, including many tomes that are currently out of print - all updated.

\$49.45
Priest's Spell Compendium Vol 3 The third volume collecting every official priest spell for the AD&D game from a wide variety of sources, including many tomes that are currently out of print - all updated.

\$52.25
Silver Anniversary Collector's Edition Has copies of the original Silver Anniversary releases, BZ, G1, G2, G3, I6 and S2, Also a replica of the original D&D nulebook, a 32 page book of the history of T3R, a recently recovered never before released original edition module L3 Deep Dwarven Delve; and specially created art, suitable for framing. In a silpcase.

\*Yiespell Compendium Vol 1 Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials.

\*\$49.45
Wizard's Spell Compendium Vol 2 Continues the collection of every from many AD&D materials.

\$49.45

Wizard's Spell Compendium Vol 2 Continues the collection of every official wizard spell for the AD&D game from The Player's Handbook. Tome of Magic, Complete Wizard's Shandbook.

\$49.45

Wizard's Spell Compendium Vol 3 The official reference book and definitive source for wizards spells in the AD&D game. Spells have been collected from rule books, campaign settings, supplements, adventures, even magazines dating back to 19751.

\$50.55 

#### MISCELLANEOUS ADVENTURES

MISCELLANEOUS ADVENTORES

Return to the Keep on the Borderlands This re-telling and sequel to the classic adventure written by Gary Gygax is part of the year-long Silver Anniversary celebration. Players and DMs will want to see how their new AD&D characters fare against the original proving ground for AD&D. Includes an updated map and expanded storyline.

\$25.85

RPGATSR JAM 1999 Compiles the best of the RPGA's retail demo adventures from 1998 into an anthology. Has adventures set in AD&D (all campaign worlds) and Alternity. Stories include fighting the Cult of the Dragon, pursue mind flayers, struggle with a master vamplire, dely a sea dragon.

\$26.35

Snarf Quest Graphic Novel This 224 page A4 sized book reprints every Snarf Quest comic stip drawn by Elmore, that appeared in Dragon Magazine for almost ten years. Very funny.

\$42.95

# Monstrous Arcana

A Darkness Gathering First in a three part series that pits player characters against the dark agenda of the Illithids, who have risen up again, ready to enslave the surface races. They plan to extinguish the sun. Can be played alone. \$18

Dawn of the Overmind Sequel to Masters of Eternal Night Completes series. The adventurers journey over a world of ancient ruins. Bu somewhere there is an ancient illithid artifact that can stop them... \$28.

Eye of Doom Second in a new series of heavily illustrated Monstrous Arc. reference books, detailing the nightmarish world of beholders, creatures tremendous intelligence and magical power. The trail of horror leads dee into the abyss of the beholder underworld, levels 6 - 10... \$14.

Eye to Eye The adventure trilogy reaches its shattering climax when heroes face the mightlest of the eye tyrants. Twice the length of the other adventures, levels 8 - 12.

\$24.

Sea of Blood Sequel to Night of the Shark. The trail of death and destruct caused by the fishmen leads beneath the waves and into the heart of it watery kingdom. Can be played by itself.

#### Tomes

Jakandor: Isle of Desinty The history culture, politics, religion, cities attitudes, and magic of the Charonti people-a natin of wizards-is fully detailed. Allows to you play them as player characters.

\$41.25 Jakandor: Island of Legend The epic struggle between the barbarians and wizards comes to its climax. With an anthology of adventures, additional sites, encounter charls, color map.

\$49.35 and wizards comes to its cliniar. With an antiology of adventures, administrations itself, encounter charts, color map or most popular of all AD&D garna deventures. The demilicible Accerate was stain and the tomb cleansed of its clinicible and the compart of all AD&D garna deventures. The demilicible Accerate was stain and the tomb cleansed of its clinicible and the control of t

#### Planescape

**Doors to the Unknown** Four short adventures takes heroes on a tour of the deadly and the bizarre that spans the Astral, Inner and Outer Planes. Levels 2-10. \$24.15

Faction War Tensions between the fifteen factions are flaring, tempers are rising, and the Cage is about to explode into conflict! A 128 page adventure following the war from its beginning, revealing secrets, unraveling mysteries, bringing long-simmering plots to a head, also a detailed timeline......\$40.65

# PLANESCAPE NOVELS

1. Pages of Pain The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and 

Birthright
Naval Battle System: The Seas of Cerilia All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters.

\$24.15

# FORGOTTEN REALMS FORGOTTEN REALMS BOXED SETS

# Roleplaying Games: D&D Forgotten Realms - 51

er realms of Faerun. A 96 page book Shadowdale, presenting the famous m & a new introductory adventure. There are 8 pages of Monstrous mpendium covering deadly creatures. 6 card sheets show nearly 100 signs glyphs, etc. Four new full color maps show eastern & western Faerun, 8 heartlands.

trail glyphs, etc. Four new full color maps. show eastern & western \$\text{Portunity}\$ the heartlands.

Forgotten Realms Interactive Atlas CD-ROM The entire planet of the Forgotten Realms saga is here with his completely interactive atlas. Explore never-seen-before realms, sprawling citles, treacherous overfand routes, perilous dungeons, over 500 maps! Examine the maps of entire continents, or zoom in for local details. You can print any map. You can add new levels of detail using APBD Core Rules or Campaign Cardorgapher. \$121.00 maps of the Shining Sea 192 page book and 2 color poster maps. With 8,000 years of history of the Empires of the Shining Sea; the long-fallen Calimsham rises yet again, as a new ruler and new power groups take control of the former land of the genies; the rugged Land of the Lions is full of surprises; and the Lake of Steam unveils its secrets. Will you brave its seeming calm waters? \$\$\text{\$.\$85.95}\$

# FORGOTTEN REALMS CAMPAIGN MATERIAL

Baldur's Gate Handbook Not only contains a hint book for the popular computer game, it also teaches the basics of the Dungeons & Dragons game. Provides hints and info about monsters, spells, magic items, all while leading blavers into the world of D&D. Due August. \$37.35

computer game, it also teaches the basics of the Dungeons & Dragons game. Provides hints and info about monsters, spells, magic items, all while leading players into the world of D&D. Due August.

\*\*Volo'S Guide to Baldur'S Gate II Adventurers seeking their fortunes in the lands made famous by the Baldur's Gate II computer game will find all the dangers and treasures this rich territory has to offer. Suitable for all levels of play, and also has notes and commentary by Elminster.

\*\*S15.15\*\* Demihuman Deities Final volume in the Faiths & Avatars series. Describes the demihuman religions and powers of the elves (including the Drow), the dwarves, and gnomes, and the halflings. Each entry includes information about a deity's appearance, personality, worshipers, portfolio, aliases, domain name, allies, foes, specialy priests, church, etc.

\*\*S2.25\*\* Demihumans of the Realms More than 36 player character kits for the demihuman races: elves, half-elves, dwarves, gnomes, and halflings. With local culture, customs, fashions, class abilities, etc.

\*\*S3.45\*\* Faiths & Avatars For DMs and human priest character players describing the spheres of the gods and their avatars (mortal forms) in the Realms and the organisation of their faiths. New character classes, relice, & mythology, \$50.55\*\* Heroes' Lorebook A 160 page compendium of the heroes whose exploits have filled dozens of novels over the past decade, from Elminster to Drizzt Do'Urden, with new biographies for heroes such as Tavis Burdum.

\*\*S3.95\*\* Powers & Pantheons 192 pages. Companion to Faiths & Avatars. Describes more of the religions and powers of the Realms. Each divine power is covered in depth and each entry has info about a delity's appearance, personality, worshipers, alignments, avata, church, etc. Also five showpiece temples of the Realms alled with illustrations and color maps.

\*\*\$4.35\*\* Sea of Fallen Stars Allows heroes to explore the depths of this mysterious sould color maps.

\*\*\$4.35\*\* Sea of Fallen Stars Allows heroes to explore the depths of this

introduces distinctive new kills for warriors and priests characters halling from the Dalelands, Cornyr, Thay, and many other regions.

\$40.65 will be a few for the Realms Similar to the PHBR books, details a character classes, Realms wizards as opposed to normal wizards, & thieves or the Realms 128 pages.



Pool of Radiance: Attack on Myth Drannor Based on the new co game. 96 pages of gritty dungeon craw. Due Nov. \$37.50

The Dungeon of Death Once a seat of ancient dwarven power, now this mine is a demon-infested, trap filled dungeon of death. Unwary visitors fall victim either to ravenous fiends or a Shadow Curse. 7<sup>th</sup>—9<sup>th</sup> level...\$20.85

The Wyrmskull Throne Supports Sea of Fallen Stars. Revolves around the ancient artifact, the Wyrmskull Throne, the ruling seat of the Dwarven nation of Shanatar, which has just been found after a 5,000 years absence. Uses all of the underwater adventuring rules, and special powers for the artifact...\$26.35

How the Mighty are Fallen The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society" Levels 8-12.

\*\*The Fall of Myth Drannor At last you can find the causes of the fall of that important elf city - characters can not only travel back through time to learn the ancient elf city's secrets, but may even play a pivotal role in the shaping of history - their own history.

\*\*25.85\*

#### FORGOTTEN REALMS NOVELS

### Finder's Stone Trilogy

#### Icewind Dale Trilogy

#### Avatar Quintology

1: Shadowdale The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Eliminster to find the lost Tablets. Their search begins in Shadowdale.

2: Tantras Convicted for the murder of Eliminster, the heroes fee in search evidence to olear themselves, and to find the missing Tablets of Fate, needed evidence to olear themselves, and to find the missing Tablets of Fate, needed so the search of the search o cast his lot with the evil gods.

\$12.05
4: Prince of Lies For all of his power as god of Strife and lord of the Dead Cyric cannot get revenge on the goddess of Magic. So he searches for the sou of Kelemvor Lyonsbane, once his friend and the goddess' lover. ....\$12.05

#### The Shadow of the Avatar Trilogy

1. Shadows of Doom Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued, \$12.05 2. Cloak of Shadows The Shadowmasters have used their powers to reate magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, & the heroes & Midnight try to stop them.

\$12.05 3. All Shadows Fled The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster & Alustriel stop them?.....\$10.95

#### The Dark Elf Trilogy

 Homeland Journey to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinsmen, young Drizzt must decide - can he continue to tolerate an unscrupulous society? 

#### The Drizzt Dark Elf Series

3. Siege of Darkness in Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Cattl-Brie is caught in wild, horrflic dreams. Only an ancient dwarven king allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions.

Spider Queen's minions.

4. Passage to Dawn The gripping climax. A mysterious poem, a spell awry, and a doppleganger bring Drizzt Do'Urden and his companions b



Tangled Webs The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that brings terrible responsibility and unimaginable temptation......\$12.05

#### Harpers Series INDEPENDENT TITLES

6: Crypt of the Shadow King Iriabor of a Thousand Spires, richest of the Caravan Cities, has fallen under the dark sway of Zhentarim. The fiery Harper agent Mari Al'Marin and the cynical ex-Harper Caledan are all that stand in the way.

9. Crown of Fire Shandril, who has but doesn't want spellfire is one of the Shaddril, who has but doesn't want spellfire. Is one of the Shadow want have not been covered by Elminster, Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers.

S. Kriphts of Myth Drannor, who want to encourage ner to use the concern of the c

As a single instant of the second as a s

#### The Druidhome Trilogy

#### The Nobles Series

ining a war in Tethyr.

\$10.95
Escape From Undermountain In order to rescue a young noble, Artek et Riffe must go deeper into Undermountain - the deadliest and most famous ungeon in the Realms - than anyone has ever gone before.

\$12.65
The Mage in the Iron Mask The master traveller Volo unmasks a scades-old conspiracy that jeopardises the uneasy peace between Moonsea

decades-old conspiracy that jeopardises the uneasy peace between Moonsea and Thay. \$10.95

5. The Council of Blades War cares little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions find themselves forced into a battle for survival in a deadly world. \$12.65

6. The Simbul's Gift The legendary Storm Queen of Aglarond, in an effort to gain further favour with Elminster (she wants to bear his child) has a special horse raised for him as a gift. But Thayan spies and assassins complicate things. \$10.95

#### **Netheril Trilogy**

Sword Play Discover the Arcane Age of Netheril, the most powerful magical empire in the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages.
 Bangerous Games Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire. \$10.95
 Mortal Consequences Follows the barbarian Sunbright as he battles a long-forgotten foe armed with a hell-spawned source of destructive magic. \$10.95

### **Lost Empires Series**

Lost Empires Series

1. The Lost Library of Cormanthyr The Library of Cormanthyr is it just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but an undying avenger is intent on stopping him.

\$12.05
2. Faces of Deception Hidden from his powerful family's enemies behind the hideous mask of his own face. Sent by the goddess of beauty on an impossible mission. Driven to find a way past his own flesh, into a soul form between destiny and love.

3. Star of Cursrah Lurking in the ruins is a horrific tale of greed, power and revenge. The Protector crawls forth, the shade of a dead city whose rulers refuse to die, and young companions in two distant epochs learn of a dreadful destiny they cannot escape.

4. The Nether Scroll Facing evil and treachery, a young magic user must brave the ruins of Dekanter to find a missing artifact in order to save a kidnapped friend. But the Nether Scroll may send him mad..........\$14.85

#### **Adventures Trilogy**

1. The Shadow Stone Accosted by bullies on a forest trail, Aeron's life is changed forever. On the run, he meets and is tutored by Storm Walker, where they discover that his magical powers are great, but will he be tempted by the dark powers of the Shadow Stone, an unspeakable evil?

#### Miscellaneous Books

Spelifire Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil.
 Realms of Valor An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others.
 Realms of Infamy An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhenti Keep, Elaith Craulnober, and Zulkir Szass Tam.

# 52 - Roleplaying Games: D&D Dragonlance

6. Elminster in Myth Drannor Sequel to Elminster, Making of a Mage. The young Elminster journeys to the legendary elven capital of Cormanthyr to learn its ways and magics despite the xenophobic folibles of the elves within. Political intrigue about 50.

7. The Temptation of Elminster Myth Drannor has fallen, and glorious Cormanthyr lies in ruins. Elminister emerges from the rubble to serve new, human masters. But an enemy plots to turn him to dark ways and deeds, offering him godhood. Hardcover \$34.8. Softcover \$12.05

8. Realms of Magic Anthology Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriet, heroes of Phlan, etc.

9. Realms of the Underdark Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunnigham, and others. 9. Realms of the Underdark Five original short stories from the underworms that spawned dark elf Drizzt Do'Urden. By Ed Greenwood. Elaine Cunningham, and others.

10. Realms of the Arcane From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. Authors include Ed Greenwood. Jelf Grubb. etc. \$12.05

11. Realms of Mystery Favorite Forgotten Realms authors spin tales of murder, suspense, and intrigue in these stories, including: the only clue to who's killing a party of adventurers is the letter H', written in the blood of one of the victims; a smilling phost, etc. \$12.05

12. The Glass Prison Vheod Runechild, half human, half fiend, embarks on a quest to rid his new home of a powerful demon lord. but before this unspeakable evil can be destroyed, it will have to be released. \$12.05

13. Baldur's Gate A novelization of the popular computer game. The son of a dead god fights his way along the Sword Coast in search of a truth that could rip the world apart. \$12.05 

#### Cormyr Novels

#### The Threat From the Sea Series

1: Rising Tide An exit warrond from the depths of the Trackless Sea rallies the undersea races of Toril in a surprise attack on the Sword Coast....\$12.05
2: Under Fallen Stars The invasion from the depths splils into the Sea of Fallen Stars. Ancient undersea cultures and their human neighbours must unite for the first time in the struggle against an evil warrond.......\$12.65
3: Realms of the Deep A young mage tries to protect Waterdeep from the evil from the sea. A merman tries to reach the Sea of Fallen Stars. A reef giant tries to protect a fragile corral forest from destruction. 12 new stories. \$12.05
4: The Sea Devil's Eye When a young sailor's journey is complete, and an aging bard's final song is sung, an explosive climas sets all of Faerun reeling. lakhovas' true objective has been a mystery until now.......\$14.50

 The Magehound In Halruaa, Matteo is on the run from the mysterious Cabal, after finding a spark of magic within him. And while he battles a creature of his nightmares, he learns that a relentless Magehound is on his trail

2: The Floodgate Halruaa's orderly society begins to devolve to Matteo embarks on a quest searching for the dark truths behir façade. Kiva forms alliances to exact revenge upon Matteo. April.

#### Cities of Forgotten Realms Seriers

1: The Halls of Stormweather Explores the mean streets of a city where everything has a price and even the wealthiest families will do anything to survive. The seven stories include a wife with a past as long as it is dark; a survive and the seven stories include a wife with a past as long as it is dark; a survive and the storiest and the stori

#### Return of the Archwizards Series

1: The Summoning The floating city of Shade escaped the fall of the Empire of Netheril. Now the city and the powerful archmages who rule it have returned from hiding to Faerun, and began an invasion of domination. March....\$14.50

GREYHAWK The Adventure Begins At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the Nyr Dyv, and the deadly Bright Desert. A DMs dream, this 128 page guide gives you what you need to start a Greyhawk campaing, 539.55 Greyhawk Player's Guide Enter the Flanaess lands - a crowded cluster of kingdoms and states, great and petty, struggling for survival and supremacy against one another and countless foes both internal and external. Learn about the nations and cities of the world of Greyhawk; the leaders and rebels that effect this war-torn land; the races and creatures that inhabil it. 

\$23.85
Slavers Adventurers chase slavers across the coast, uncover their secret contacts, and attempt to destroy their hidden bases before a hideous plan to enslave the entire population of the free lands comes to pass. Includes detailed descriptions of the cities and lands of the Flanaess......\$37.35

#### **GREYHAWK NOVELS**

Against the Giants Brave heroes lead by an aging warrior battle fierce giants. Written by Ru Ernerson, author of Xena Warrior Princess novels.\$12.65
 White Plume Mountain A hero, a pixie, and a sentient hell-hound pel

#### DRAGONLANCE

#### DRAGONI ANCE CAMPAIGN MATERIAL

Chaos Spawn A Chaos War adventure for 4 — 8 characters of levels 7 — 10. Palanthas is under attack by daemons astride ferocious fire dragons. The heroses soon find themselves up against the Daemonlord, who is attemptine to raze Maelgoth in & becorpe unstopable. Companion to Seeds of Chaos. .....\$27.50 Dragonlance 15<sup>th</sup> Anniversary Collection Puts back into print the original fourteen classic Dragonlance adventures, DL1 to DL14, also with new material and contains game statistics and rules for using the adventures with either the AD&D game or the DL Saga rules. Players can assume the roles of Raistin, Tassiehoff, Tanis, and other Heroes of the Lance. \$48.00 More Leaves from the Inn of the Last Home (Vol 2) Contains Question of the Contains Cuesting the Contains Cuesting Conta 

### DRAGONLANCE: THE FIFTH AGE DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, etc.

Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, \$50.55

creating your own magic spells, and new character races - minotaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and map.

\$50.55

A Saga Companion Answers rules questions and offers new ideas for hero creation including generating their backgrounds, alternate suggestions for magic use, and this for introducing plot twists.

\$28.05
Citadel of Light This adventure and supplement explores the Citadel of Light, built by dwarves, protected by Solamnic Knights, sacred to pligrims. Has two 96 page books and poster map. Inden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age.

\$37.35

Heroes of Sterel First supplement for Dragoniance the Fifth Age. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1st part of an epic adventure that sets in motion the Dragons of the New Age saga.

\$33.55

Palanthas A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. Learn the never before learned history. With maps....\$24.15

Rise of the Titans As a new race of orges called the Titans goes on the offensive, you must rescue elves kidnapped by them. Also details ogree culture, geography, new hero roles, and ogre items & artifacts....\$27.45

Seeds of Chaos The Chaos War Adventures, Vol 1. You can play either as the Dark Knights of Takhisis or the Solamnic Knights of Palanthas during the invasion during the Summer of Chaos. But the true enemy is yet to emerge — a horde of chaos monsters & demons ready to destroy both sides \$28.55

The Last Tower The Legacy of Raistlin. Explore the mysteries of the Tower of Wayreth. With a history of the towers, travelogue of the traps and treasures around Wayreth, a catalog of magical items, and a book of wayreth. With a history of the tower

scenarios.

The Sylvan Veil Saga Dragonlance Dramatic Supplement. Let your heroes be the first to set foot outside the Silvanesti Shield into new lands, including the Silvanesti Forest. But the fate of an elven city soon rests in your hands. \$33.50 Wings of Fury A war of wyms wastes the world in this climax adventure of the Dragons of a New Age epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, the history of Krynn told from their perspective, attitudes, agendas, powers, etc.......\$43.95

The Dawning of a New Age The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn...\$12.65
 The Day of the Tempest it is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage.

\$12.65

#### The Dhamon Sage

1. Downfall Dhamon Grimwulf once a Hero of the Heart, has downfallen into a bitter life of crime and squalor. Now he must find the strength to redeem himself as the great dragon overlords are on the move. \$46.15...Soft \$16.50

### DRAGONLANCE NOVELS

#### Dragonlance Chronicles

1: Dragons of Autumn Twilight Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warnor, dwarf and mags search for the legendary Dragonlance. Reprint, great new cover .....\$13.75
2: Dragons of Winter Night The adventure continues. treacher, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. Reprint, great recover.

\$14.25 epic quest. Now they search also for the program of the comparison of Spring Dawning Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. Great new cover. ... \$14.25

4. Dragons of Summer Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction ... \$14.25

5. The Annotated Dragonlance Chronicles Contains Dragons Autumn Twilight, Winter Night and Spring Dawning, plus notes, commentary, and original source material and observations by Weis & Hickman ... \$63.00

#### **Dragonlance Legends**

1: Time of the Twins Has the War of the Lance has ended. Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful celeric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. Feb.....\$16.50
2: War of the Twins Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a trap that will destroy him. Due Feb.

are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. Due Feb ........\$16.50

#### Dragonlance Tales

 The Magic of Krynn A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods, Another story asks is Raistin truly dead? There are tales of sea monsters, etc... \$12.65
 Kenders, Gully Dwarves & Gnomes A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaled on an incredible. to a magnificently bearded dwarf and end up shanghailed on an incredible gnomish saling vessel.

3: Love and Warf A collection of short stories, including the legend Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past.

4. The Best of Tales Volume One Collected best short stories of the original Dragonilance Tales senies, unfolding a world of heroism, magic afrantasy, including a new short story written by Margaret Weis. .....\$12.05

Dragonlance

1: The Reign of Istar A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladlators compete in the bloodsport of Istar.

2: The Cataclysm The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy, and inspiring heroism.

3: The War of the Lance Krynn is caught in the grips of a termible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods fo good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. .....\$12.65

DL Saga Heroes

1: The Legend of Huma A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with treachery among the Solamnic knights; his love for the Sliver Dragon, and his final showdown with Takhlisis. But who will win? ....\$12.05

2: Stormblade The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. \$10.95

3: Weasel's Luck Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorplon. .....\$10.95

#### DL Saga Heroes II

1: Kaz the Minotaur Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warms the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and \$10.95 

#### **DL Saga Preludes**

1: Darkness & Light Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. \$12.05
2: Kendermore A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! \$12.05
3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. \$12.05

#### DL Saga Preludes II

1: Riverwind the Plainsman To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest. Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and alights in a world of slavery and rebelling.

2: Flint the King Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king.

\$10.95

3: Tanis - the Shadow Years Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself.

\$12.05

#### DL Saga Villains

 The Black Wing The rise and fall of an evil dragon. The black dragon Khisanth is awaken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but if proves difficult. oves difficult. \$10.95 **Hederick the Theocrat** Hederick, the leader of the Seeker religion in blace and self-ordained conscience of Krynn, leads an inquisition to kill all who follow magic. \$10.95
3. The Dark Queen Takhisis, the Queen of Darkness, spends her plotting her escape from the Abyss. \$10.95

#### Meetings Sextet

### Defenders of Magic Trilogy

Night of the Eye The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made.

 1. The Medusa Plague The people in Guerrand's home village are turnion to snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel.

 1. Short Sh

# Roleplaying Games: Elric - Fading Suns - 53

The Seventh Sentinel The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic.

#### Miscellaneous

Dragons of Krynn An anthology of dragon tails - oops - tales....\$10.95
 The Dragons at War Companion to Dragons of Krynn, features a new collection of stories.
 The Dragons of Chaos New short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons.....\$12.05
 The Scond Generation Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three revenues stories.

Prickman, ceaning with the Children of the Complanions, it also Contains these previous stories.

5. Murder in Tarsis Who killed Ambassador Bloodarrow? Time is running out for an unlikely trio of detectives. If they fail to solve the mystery, their reward will be death. Set in Tarsis during the catacitysm.

\$13.15
6. Tales of Uncle Trapspringer The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully warves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems!

7. Bertrem's Guide to the Age of Mortals: Everyday life in Krynn of the Fifth Age Provides details that help bring the DL world to life including articles dealing with education, arms and armor, politics, food, festivals, games and clothing.

#### Classic Series

Dalamar the Dark Among the elves, servitors are not considered worthy of the High Art of Sorcery, but Dalamar cannot deny his talent. As war erupts on the borders, he quests along dark paths to find his destiny.
 12.05
 The Citadel Castles in the sky...ferce fortresses floating through the heavens, their mission to rain down missiles and winged draconian troops upon foes. All of Krynn is threatened with destruction...........\$13.75

#### Icewall Trilogy

#### Tales of the Fifth Age

Heroes & Fools Short stories describing the terrible battles and brave exploits of heroes during the first decades of the Fifth Age, including a story of wayward Draconians by Margaret Wels.
 \*\*Sta.25\*\*

Rebels & Tyrants Collection of short stories. As the land of Krynn groans beneath the rule of mighty dragons overlords, small bands of rebels spring up to battle the new oppressors. In one entertaining tale, a clan of minotaurs is doomed to relive their night of treachery for 1,000 years.

\$12.05\*\*

\*\*Sta.25\*\*

\*\*Sta.25\*

### DL Saga Lost Histories

The Kagonesti The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to always to the standard of the standard of

harmony.

2. The Irda Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods.

the first time we learn low a regionary of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. \$12.05
4. Land of the Minotaurs Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. \$10.95 stand in peril. \$10.95

5. The Gully Dwarves The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. \$10.95

6. The Dragons From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. \$10.95

#### **DragonLance Warriors**

#### Lost Legends I

Vinas Solamnus Chronicles the life story of the founder of the Knights of Solamnus. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnus. Dut he wasn't always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn.

 Story of the Most Park of the Solamnus of th

Krynn. \$10.95
2. Fistandantilus Reborn Details a fiendish plot to revive the evil Fistandantilus, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilo the Kender prevent this? \$10.95

#### The Chaos War

The Doom Brigade During the Chaos War, two isolated bands of disparate enemies - dwarves & draconlans, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties - and the fire dragons, children of Chaos, are involved.

 \*\*14.25

 The Last Thane While the Hylar battalions are off fighting in the Chaos War, the lowliest clains plots insurrection, aided by demon creatures dispatched by Chaos.

 \*\*12.65

 The Chaos All Particular Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine becomes a test of the Night Strv A quiest for the god Paladine Bod Pala

War, the lowlest clans plots insurrection, aided by demon creatures dispatched Chaos.

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

12.65

#### **Bridges of Time Series**

1. Spirit of the Wind Riverwind, the fabled plainsman, answers a call for

#### The Raistlin Chronicles

The Soulforge Prequel to the Chronicles Trilogy, following Raistlin's journey from a six year old to becoming a wizard, but first he must survive the dreaded Test.
 Brothers in Arms In the flery siege of the city of Hope's End, young Raistlin must leave behind his ideals to save himself & his brother. But far away Kitlara Uth Matar, their half sister, begins her rise to power as a future dragon highlord after her soul in forged in the heat of battle.

#### The War of Souls

1. Dragons of a Fallen Sun Forty years have passed since the devastating Chaos War. But now a new war is about to begin, more terrible than any have known. This war is one for the very heart and sould of the world itself Hardcover novel by Margaret Weis and Tracy Hickman. \$54.94.8.50t \$16.50
2. Dragons of a lost Star The shield over Silvanesti falls and Mina leads her forces trimphantly into that kingdom, only to face danger there. Soldmoon follows the river of the dead, & threatens to engulf them all. April.......\$59.95

#### Crossroads Series

The Clandestine Circle A young knight working undercover for the Solamnics Clandestine Circle earns a place with the elite bodyguards of the mysterious Lord Governer of the city Sanction. She quickly learns the governor is not the only one who needs protection.

 The Thieves Guild At the heart of Palanthas, City of Seven Circles, lies an intricate network of thieves. The Dark Knights crushed it before, but a stronger, darker guild has now arisen. Due December.

 ...\$14.85

#### The Barbarians Series

Children of the Plains A young man and woman escape a pack of predators and strike out on their own. But dark powers watch their progress with cold calculation and deadly intent......\$14.85



## RAVENI OFT RAVENLOFT CAMPAIGN MATERIAL

Van Richten's Guide to the Ancient Dead The mummies of Rave
There is more to these creatures than just crumbling horrors that unwind

There is more to these creatures than just crumbling horrors that unwind forth from their tombs.

22.55

Van Richtens Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them.

Van Richtens Monster Hunter's Compendium Vol 1 Collected together for the first time, has the complete texts from Van Richten's Guides to Vampires, werebeasts and The Created, ie, golems. Updated and presented for use in any AD&D setting.

\$52.25

Van Richtens Monster Hunter's Compendium Vol 3 Collected together for the first time, has the complete texts from Van Richten's Guides to together for the first time, has the complete texts from Van Richten's Guides to together for the first time, has the complete texts from Van Richten's Guides to Witchesl Updated and presented for use in any AD&D setting.

\$49.45

# RAVENLOFT ADVENTURE MODULES

Death Ascendant Sequel to Death Unchained. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. \$24.75
The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. \$18.65
The Forgotten Terror Adventure. A crossover to the Forgotten Realms campaign concludes the story arc begun in the Castle Spulzeer adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. \$24.75

#### **RAVENLOFT NOVELS**

The Ravenloft Series

1. Vampire of the Mists Jander Sunstar, an elven vampire, forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks.

10. 2. Spectre of the Black Rose Sequel to the above, Lord Soth fights to keep his reign of terror from crumbling. Even as he struggles to defeat his enemies, rumor reaches him that the White Rose haunts the land. Has Kitiara finally returned to Soth, or is this another spectre from the past?

\$10.05

3: Dance of the Dead Larissa is a dancer on a riverboat that journeys to a zombie-plagued island. The music is chilling, and Larissa must master the Dance of the Dead to save herself.

\$10.95

Heart of Midnight Casimir has inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and residuance. containing some of the villest evils in Ravenioft, is slipping. They only hope is a strange youth.

\$10.95

8. Mordenheim-\$10.95

9. Tales of Ravenioft Anthology \$12.05

10. Baroness of Blood A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land.

\$10.95

11. Death of a Darklord A multiple assassination conspiracy, when eassassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakkas. But who is their real target?

\$10.95

14. To Sleep with Evil A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave \$10.95

15. Lord of the Necropolis By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenioft.

\$10.95

16. Shadowborn Alexi Shadowborn sets out to discover who is desiccating a local cemetary, and the encounter leaves him forever changed, with the curse being linked to an assassination of a family member that occured twenty years ago.

\$12.05

# Elric!

Elric! RPG A complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. Reprinted. — \$40.65 Atlas of the Young Kingdoms Wol 1 Discusses the Sighing Desert, the Weeping Waste, heavenly Tanelorn, horrible Nadsokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive limitora. — \$37.35 Elric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, character record sheets, 11x17\* map of the world, \$28.05 Melnibone An Island, an archipelago set amidst the oldest ocean. The inhabitants are not human, and are far older than humanity. They made pacts with demons and their empire rotting from within, 120 + pages. — \$36.85 Salling on the Seas of Fate All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules, \$24.15 The Fate of Fools Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennui?

The Inknown East Twelve thousand years ago a strange people settled an Island, changed the world and changed themselves. Melnibone and her chaos patrons warred against the Menastria, supporters of the balance. — \$31.90

### **Epiphany: Legends of Hyperborea**

Epiphany: Legends of Hyperborea RPG A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alivel Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain.....\$13.15

# **Fading Suns**

FADING SUNS RPG 2<sup>nd</sup> Ed It is the dawn of the sixth millennium after Christ nd the skies are darkening, for the suns themselves are fading, Humans reached the stars long ago, building a Republic of high technology, and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 308 illustrated pages rich in background and info, as well as a star map. Hardcover \$71.00 to the control of the contr

Worlds, ying for power with fanatic priests and scheming guilds. 308 illustrated pages froit in background and info, as well as a star map. Hardcook all list priests and scheming guilds. 308 illustrated pages froit in background and info, as well as a star map. Hardcook and all malik Fiefs. Home to the prosperous all Malik allies to the North Andelson and Emperor. Visit the bustling streets of Criticorum, the Shantul League and Emperor. Visit the bustling streets of Criticorum, the Shantul League and Emperor. Visit the bustling streets of Criticorum, the Shantul Resoundus of Shaprul. Prophet S-Hill on Aylon, the Great Market. ... \$14.25

Byzantium Secundus Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intripue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lies in their own backyard. This world's darkest pits hide unimaginable evil.

Children of the Gods One of the earliest sentient alien races humanity discovered was the Ur-Obun, who were peaceful. Then humanity met their violent cousins, the Ur-Ubun, who were peaceful. Then humanity met their violent cousins, the Ur-Ubun, who were peaceful. Then humanity met their violent cousins, the Ur-Ubun, who were peaceful. Then humanity met their solent Anunnaki jumpgate builders, with unique technologies. \$24.15

Fading Suns GM Screen & Complete Pandemonium Tycical GM Screen plus a sourcebook on the world Pandemonium, a world in chaos: its terraforming engines are failing, the planet is crumbling, and buried treasures are appearing, but so too are horrors from the past. \$23.95

Fading Suns Passion Play A 230 page half-A4 sized book that is a complete live roleplaying game for the Fading Suns universe. Players conspire, fight, use psychic powers, call on holy miracles, & use cybernetics.

Fading Suns Passion Play A 230 page half-A4 sized book that is a complete live roleplaying game for the Fading Suns universe. Players conspire, fight, use psychic powers, call on holy miracles, & use cybernetics.

\$31.85
Fading Suns Players Companion 208 pages including new Blessings and Curses, Benefices and Afflications, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guidos, military units, long awaited details on sentient alien races and the genetically engineered Changed.

50.55
Forbidden Lore: Technology Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, vehicles, economics, think machines, cybernetics, etc.

528.05
Hawkwood Fiefs Home to Alexius before his ascension, and centre of intrigue for one of the major powers. Maps, history, worlds, etc.

540.65
Letters of Marque: Starship Deckplans Five starships are featured, each depicted on 25mm scale maps, perfect for boarding actions or roleplaying game lights from corridor to corridor, stateroom to engine room. The ships arean explorer, escort, frigate, another frigate, and luxury liner.

523.95
Lords & Priests Reprints Lords of the Known Worlds (betalled histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility, & Voroxiords,) and Priests of the Celestial Sun. (The nobles may tue secular lives of the Known Worlders, but the Church guards their souls, and in doing so, clicates to the nobility, But new sects and orders are arising in the weake of the Engheror wars and causing divisions and weaknesses).

570.00
Sinners & Saints He miniatures section.

570.00
Sinners & Saints He miniatures sec

# 54 - Roleplaying Games: Feng Shui – GURPS

War in the Heavens: Lifeweb The first source/adventurebook in a trilogy detailing the Symbiots, a strange, horrific alien lifeform intent on consuminumanity through a chilling metamorphosis. Details history (which makes a

#### Fading Suns Novels

# Fantasy Roleplaying Gamer's Bible

Feng Shui

FENG SHUI RPG Re-released by Atlas Games. The true power of Feng Shui is known only to a few — too bad they all want you dead. Bad guys are coming out of the woodwork to wage a secret war — powerful sorcerers, modern-day masterminds, cyber-demonic scientists. They have almost won, but you and your buddies are in their way. You are secret warriors — butt-kicking, kung-fu fighting, spell-chucking, pistol packing badasses. New format with new artwork, layout and hardcover. But text remains the same as previous version.

Blood of the Valiant By Ronin Pub. Go back to 1850 and find out about the monks of the Shaolin Tradition, of the Guiding Hand. Has history, philosophy, organisation, 6 new character types, new guns for 1850. \$42.85 Elevator to the Netherworld There are four basic levels to the Netherworld. Time moves in a line, but not a straight line. In the Inner Kingdom, time is as hopelessly snarled as a child's scribble A very dangerous plane. \$42.95 Golden Comeback Conversion rules for everything to good old boxing, transformed animal shitcks, crazed creaturecombos, new gun shitcks, high tech gadgets, rules for Hong Kong style car chases, etc. \$40.65 Seed of the New Flesh Gives you all you need to know to fight the good fight of 2056. Info about Buro resistance movements, what awfulness the CDCA is cooking up, mind control technology, etc. \$40.65

# Forge: Out of Chaos

# FUDGE

# **Furry Pirates**

FURRY PIRATES RPG Swashbuckling in the furry age of piracy. Detailed character creation rules let you portray any furry sapiens, including bears, birds, dogs, rats, bats, cats, lions, kangaroos — you get the picture. Complete background of the Furry World's Golden Age of Piracy including Europe, the Americas, Caribbean, Africa, Far East, and High Seas. Complete rules for melee combat on decks, battles between ships-of-the-line, and magickal fluals cast by secretive members of unknown cabals.

### Gatecrasher

GATECRASHER RPG High tech and high wizardry struggle for supremacy in this science/fantasy world. Armored knights board space shuttles to pursue full planet overhead while cybernetic orcs inspect their power armor. This all happened when a 22<sup>nd</sup> century prospector accidentally opened an ancient transdimensional gate on one of Jupiter's moons, letting magic back into the world. Player characters have special abilities and supernormal powers. Sased the FLIDGE system. world. Player characters have special admittes and superman porter.

\$38.45

Believe it or Else! An adventure supplement. Presents professions, story background, cultists and societies, comrades and cretins, artifacts, genetic engineering, creatures, places, spells, etc.

\$28.35

Santa's Secret Adventure. The appearance of magic into the world caused Santa Claus and his elves to become real. But disaster has befallen them.

\$10.45

### Gemini

GEMINI RPG A beautifully produced roleplaying game featuring hardback cover and many plates of color art. The sun has been veiled and the Dark Martyr released. An ancient darkness emerges from beyond the Iron Gate, waking the sumbering demons. Darkness infiltrates the Church's inner circles. Powerful sovereigns squabble and reject alliances offered by the Church to fight the Darkness. The Even Queen mourns her vassal's fall to the Darkness. The dwarves even fight amongst themselves. The only hope is crusaders like yourself you stand against the Darkness, and a pair of twins whom are lead by their guardian towards the Iron Gate, hoping to close it forever.................\$61.05 Gemini Character Record Sheets Thick pad of record sheets......\$21.45 Orschild: Winds of War A campaign book that details the province of Orschild; with history, the Sau Kin and their struggles to unite the dwarven people; the teeming capitol Resna & its underworld, refugee camps and the courts of the nobles; cults of the Darkness, the Church, Freedomers...\$42.85

# **Ghost Dog**

GHOST DOG The Way of the Samurai RPG By Guardians of Order. The 

## **GURPS**

GURPS BASIC RULEBOOK 3rd Ed. An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson Games. 256 pages, contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. ...\$51.65 GURPS GM Screen Two two-panel GM Screens with up-to-date charts, tables, etc. Also has the 32 page GURPS-Lite, which is a simple introduction to the GURPS RPG, ite, all the fundamental rules, but not the options, \$21.95 Authentic Thaumaturgy Not specifically for GURPS, but can be used with any RPG. Describes a real-world basis for magic and psi abilities, and how to create realistic magical systems for RPGs. \$43.95 GURPS Alternate Earths Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. \$37.35 GURPS Alternate Earths I Isk more alternate histories. What If the Vikings had founded a world-spanning empire? What if England had suppressed the American revolution? What if China became a superpower? \$40.65 GURPS Arabian Nights Flying carpets and magic lamps, flashing scimitars and scheming viziers, crusaders. Mongolis and Bedouin, sullars, poets, merchants and the original Assassins. Confront the terrible shapeshifting plinni, 128 pages. \$40.55 GURPS Autoduel 2nd Ed Set in our post-apocalyptic world, based on the Car Wars boardgame. Its a world devastated by war, famine and despart. on lawless highways where the right of way goes to the biggest jun. Includes an updated AADA Road Altas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. \$40.55 GURPS Black Ops Vampires, werewolves, demons, strange things living in the sewers, ancient alien visitors. You work for the Company, trying to suppress this truth from reaching the public while at the



GURPS Celtic Myth Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. \$37.35
GURPS Compendium I Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. \$50.55
GURPS Compendium II Combat and Campaigns. A digest of advanced rules for combat and injury, healing, mass combat, hazards and threats such as decompression and radiation, campaign design and equipment. \$43.95
GURPS Discoworld The World is Flat! It rests on the back of four giant elephants, who in turn stand on the back of a great turlle. Based on the popular novels, also includs GURPS Lite, simplified rules that let the game be played on its own. This humorous game is complete with Discoworld magic, a guide to the best inns, Things From the Dungeon Dimensions, Gaspode the Wonder Dog, the Circle Sea, the features of Ankh-Morpor (city, etc. \$54.94 Hard. \$71.45
GURPS Dinosaurs Giganotosaurus, the largest carnivore to walk the Earth, packs of Deinorychus, the 'ierrible' claws', 'Tinceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex. . their fessil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours. \$40.65
GURPS Egypt All you need to roleplay in ancient Egypt. Who was Sinue? How is Horus related to Ra? Why does it matter if the Nile floods every year. Why mummify everything? Gives history, an Egyptian bestlary, religion, magic, daily fife, & pyramids!. \$40.85

legions to fifth against Carthaginan invaders or Huns. 344.09

Green System. Wow. Why nor bust play it with its own system? Requires Sussemble on the Compenditude of the Compenditude of

permission of the Arch Dean!

GURPS Japan Second Edition, Adventure in Japan in the days of the Shogun. Experience the rigid etiquette of the Emperor's court and the demon haunted wastes of the wilderness. You can adventure as a savuriar or rinja; as a western explorer discovering Japan for the first time.

\$40.65
GURPS Magric The Ascension 192 pp book that allows players to play MAGE using the GURP's nules system.

\$43.95
GURPS Margia Arts 2nd Ed Rolles for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms.

\$43.95
GURPS Maglic Items 1 Enchanted swords, marvelous rings, animated armor, powerstones, wands and staffs — hundreds of original enchanted fearer.

\$43.95
GURPS Maglic Items 2 From magical weaponry to marvelous tols, contains 450 completely new Items, described in detail. Also rules on the contains and the GURPS Old West The American frontier was a region of consistency of the could was cowboys, miners, mountain men, Pony Express, Texan Rangers, the outlaws Rules for characters, maps, history, etc.

GURPS Places of Mystery Have you ever wanted to visit Schonehenge?

Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read.

\$42.85

GURPS Planet Krishna From the classic Viagens books by L. Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans excel for their green skin and feathery antennae; six legged yekis, sea-monsters, etc.

\$37.35

GURPS Psionics Spies and police who can read your thoughts. Mysticism merged with ultra-technology. Psychic vampires. Telepathic computers. Mass minds of terrible power. Also complete campaign background where powerful psis struggle with secret government agencies. 128 pages.

\$40.65

GURPS Robots A cold-eyed stare from the shadows of the alley. the spine-tingling scrape, scape as metallic feet drag along the concrete. the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, to drey need us; 542.85

GURPS Russia Enter a land of white snow, red blood and black humor. Explore the world of Russian folklore and fairtylates, where all sorts of interesting and dangerous creatures dwell. This is medieval Russia, a culture practically forgotten today.

\$40.65

GURPS Space 3<sup>10</sup> Ed Scientifically accure rules for creating star systems. GURPS template system.

\$40.65
GURPS template system.

\$40.65
GURPS template system.

\$40.65
GURPS template system.

\$40.65
GURPS upon the system of the sys can think of. Each hero and villain you develop is rully defined in bour power and personality.

GURPS Swashbucklers 3rd Edition. Pirates, musketeers, and highwaymen all come alive in this world book of romantic adventure from Elizabeth I to Napoleon. With full ship combat rules that require no counters or maps; new martial arts, historical backgrounds and chronologies, etc. \$40.65 GURPS Technomancer A worldbook that combines magic and high-tech. And I its NOT Cyberpunk. No netrunning, no brain-jacks, but lots of action. F-15s verses dragons, and the Cold War fought by Wizards. It all started when the Trinity A-bomb test opened a gate between worlds.

\$40.65 GURPS Time Travel Rules for flitting around time, past, future. \$42.85 GURPS Ultra-Tech Sourcebook for the 21st century. Covers personal weapons, personal protection, heavy weapons, medicene, tools and repairs, and gadgets galore. weapons, personal protection, 340.65
and gadgets galore.

\*\*GURPS Ultra-Tech Z Hard-core, hard-wired hardware, from galling carbines
and Gauss shotguns to squirt pistols and killer nanomachines. Also discover
medical nanotechnology and lots of new wonder drugs, electrothermal gure

\*\*\$40.65 medical nanotechnology and lots of new wonder drugs; electrothermal guns, etc.

\$40.65 GURPS Undead Everything from subtle hauntings to undead necoromancers, from Gothic vampires to brain-eating zombies. Also history of beliefs in the undead, rules for ghosts, liches, mummies, revenants, shades, shadows, zombies, skeletons, wights, vampires, etc, guidelines for creating undead, a dozen classic undead archetypes, sample characters, etc.

\$40.65 GURPS Vampire You to play Vampire stuff with GURPS rules.

\$40.65 GURPS Wampire You to play Vampire stuff with GURPS rules.

\$40.65 GURPS Wattlesults, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step.

\$53.85 GURPS Wattlesults, trains to teleporters - if you can dream it up, you can design the with this book. With a streamlined vehicle design process, with more options, features and accessories at every step.

\$53.85 GURPS Warehouse 23 The Ark of the Covenant Isls on a shelf next to the gold plates of Moroni and the dissected corposes of Martian invaders. Scores of Burser Warehouse 23 The Ark of the Covenant Isls on a shelf next to the gold plates of Moroni and the dissected corpose of Martian invaders. Scores of buzarre items - and the ultra-secret facility that stores them. This warehouse in figure is the process of Martian invaders. Scores of Martian invaders. bizarre items - and tire unto the like "Area 51" or Hanger 17", being a government insulation - \$37.35 from the public.

GURP'S Warriors Has 29 soldier, warrior, specialist and high-tech fighters archetypes and templates, and covers soldiers from all time periods, past, present and future; from history and fiction, and 116 ready-to-use sample characters with historical background and info on tactics & tachnology.

\$40.65 cnaracters with historical background and info on lactics & technology.

GURPS Werewolf Allows you to play Werewolf with GURPs. \$40.65

GURPS Wizards Introduces GURPS new template system, designed to streamline character creation. Has 28 wizard archetypes such as elementalists, enchanters, healers, illusionists, seers, druids, rune-mages; 112 ready to use sample characters.

GURPS Who's Who Match wits with Caesar, lock blades with Sir Richard Burton or share dance moves with Mata Hari in this collection of biographies and game stats for 52 of history's most exciting characters.

\$40.65

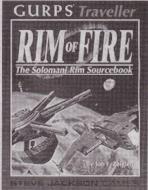
GURPS Who's Who 2 56 great historic figures from over 3.000 years of history. From Sargon of Assyria to Sid Vicious, even detectives, steppe-lords, the fabled Queen of the Nille to the forgotten King of Mayan steppe-lords, the fabled Queen of the Nile to the forgotten King of Mayan Gurchillan. \$40.65
GURPS Y2K Ten popular GURPS authors take a long look at all millennium's end fears and facts, from computer crashes to global warming, from a nuclear apocalypse to the Biblical Apocalypse. \$40.65
Munchkin's Guide to Power gaming Not actually for GURPS. A book for those gamers who want to WIN. In this outrageous satire, an experienced munchkin reveals the tricks of the RPG world — everything from re-rolling an unfavorable result to bribing the GM. Learn how to get the most out of your characters, and who cares what they personality is, as long as you can bash the NPCs and steal their stuff! Also how to bend the rules, how to control the other players, etc. A very funny read. \$42.85
Murphy's Rules Not actually for GURPS nor even a game product. This 74 page book contains hundreds of carbon skits dickling all the stupid rules found in roleplaying games and wargames over the past ten years. \$30.75
Suppressed Transmission Not actually for GURPS nor even a game

# Roleplaying Games: Harnmaster – Hero Wars - 55

#### **GURPS Traveller**

sports a hardcover.

GURPS Traveller Alien Races 1 two major races, the human descended Zhodani with psi powers and the Vargr, a race of canines. And three minor races, the tyrannosaurian Drakarans, the arabnoid Clotho and the enigmatic Sheol, With starship deck plans, vehicle designs, weapons, PCs and NPCs. \$42.85 



stowns, B&W maps, etc.

Nasty, Brutish & Short Contains details on the unique Gargun (orc.)

Nasty, Brutish & Short Contains details on the unique Gargun (orc.)

cultures of Harn, color maps, and interior plans of four Gargun cavers, and six related orc-bashing adventures

Orbaal This fragmented and unruly northern kingdom, was a Jarin realm before being conquered by Ivinian vikings. Includes notes on the history and culture of Orbaal, geneological data on the royal clan, and a color page of heraldry for thirty-eight great clans.

\$36.25

Shorkyne A large feudal kingdom in the south which has maintained her independence, which is failing apart. Scheming, regional lords hold sway over a week throne, only co-operating to repel an external threat. With a full color \$13.27 map.

# Heaven & Earth

# **Heavy Gear**

Eastern Sun Emirates Leaguebook A land of many contrasts. Some emirs rebel against the mad Patriach. History, society, etc. ... \$38.45 Heavy Gear Blueprints Has blueprints of some of the most popular Heavy Gears, Striders, tanks & spaceships. Each is 19"x15" ... \$24.15 Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator ... \$45.00 Heavy Gear Desert Hex. Maps 4 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex. Maps 4 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 4 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 4 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 4 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 4 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 5 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 6 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 6 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 6 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 6 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 7 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 7 new desert maps. 2 types. \$19.75 Heavy Gear Desert Hex maps 7 new desert maps. 2 types. \$19.75 Hex Maps 8 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Maps 9 new desert maps. 2 types. \$19.75 Hex Map

Ini Heavy Gear This is like the old Mini Car Wars. It is a complete game of 

Northern Vehicle Compendium Two Tanks and Artillery, Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield which APCs carry troops to the front. Covers over 20 vehicles with reconstants

Southern Republic Sourcebook Complete details on the most poof the four Southern leagues of Terra Nova. Geography, history, economy

of the four Southern leagues of Terra Nova Geography, history, economy, and society, including details on all its city-states. \$39.55
Southern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears 11
Combat Striders, 10 vehicle prototypes, and also has variants. \$38.45
Tactical Air Support Covers everything not included in the primary rulebook, from air war factical rules (movement, special manoseures, altitude) to doglighting (one-on-one aircraft combat), It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, liaws, and twenty different aircraft types, and NPCs. \$41.75
Tactical Space Support History of Terranovan space llight, info on the Helios star system, the Tannhauser Gates, and both space-to-space and space-to-ground rules for the Heavy Gear tactical combat system, new equipment. \$38.45

Technical Manual 2<sup>nd</sup> Ed Provides full background and development information, technical illustrations and complete rules for using, repairing and modifying technology. Consolidates the entire Vehicle Design System in one location and updates it to 2<sup>nd</sup> Edition standards.

The New Breed: Battle Before the Storm Based on the Heavy Gear Computer Game, this book describes the game's landships and provides misght as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game.

Contains an o page color section with cutaways, sketches, and screen shots from the game.

347.50

The Paxton Gambit Campaign, Follows on the storyline from Crisis of Faith. The only thing which can save the Peace River City-state from scandal, assassination and terror is a small cadre of peace officers. Has fully fledged scenarios, source material, a history update, and new gears stats. ... \$31.85

United Mercantile Federation Leaguebook Beneath the UMF's civilized and cosmopolitan veneer lies a ruthless heart that seeks to dominate allies and enemies alike. To these guys, business /s war.

\$33.45

Western Frontier Protectorate Leaguebook Compilete history of the WFP; info on their clan-based society, underworld groups, full write-ups and maps on all three Protectorate city-states & minor settlements, etc. ... \$38.45

#### Heavy Gear Storyline Books

Crisis of Faith: Story Book One Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurches toward a global conflict and the words of Terranovans themselves betray their machinations and true intentions. Includes letters, private conversations, official reports... \$37.35 Blood on the Wind: Story Book Two Investigations continue into the death of Thor Hutchinson, the leader of the Revisionist faith. But the reigning chaos in the Eastern Sun Emirates and Humanist Alliance could plunge the world into deadly war. Mighty armies clash at the poles and throughout the Badlands, reducing peaceful communities to smoking ruins... \$36.25 Return to Cat's Eye: Story Book Three Someone with access to mass-destruction weaponry has destroyed a Terranovan city-state, and now telligence agents work frantically to find out who did it. ... \$36.25 Heavy Gear Story Book Four Caprice, still held by Earth, becomes a source of both hope and worry to the Westphalia Cabinet. August... \$38.50

#### Heavy Gear Tactical Combat System

Heavy Gear: Tactical Combat Boxed Set Contains 36 Gear color stand-up counters. 10 infantry counters, complete rulebook, two Player's Guides, 10 APC counters, 4 full color hex-maps, a detailed campaign book, and and exclusive miniature. Experienced players can still enjoy it because it has 12 new scenarios, plus the stand-up full color counters of Heavy Gears. 375,80 Tac Pack 1: Battle of Two Towers The West Frontier Protectorate has launched an attack against Southern forces. This is a full tactical campaign for the above boxed set, with two brand new regiments, heaps of scenarios, a campaign, two maps, three counter sheets.

#### Heavy Gear Miniatures

Metal miniatures from 30mm — 40mm tall	
DP9-210 Naga Strider (1)	\$23.10
DP9-215 Hunter Heavy Gear (1)	\$12.05
DP9-216 Jaguar Heavy Gear (1)	.\$13.75
DP9-217 Jager Heavy Gear (1)	.\$12.05
DP9-218 Black Mamba Heavy Gear (1)	\$13.75
DP9-219 Cheetah Heavy Gear (1)	\$12.05
DP9-220 Grizzly Heavy Gear (1)	\$14.50
DP9-221 Iguana Heavy Gear (1)	\$12.05
DP9-222 Spitting Cobra Heavy Gear (1)	.\$16.50
DP9-227 Strike Jaguar (1)	\$15.50
DP9-228 Brawler BM (1)	\$15.50

# **Heroes Unlimited**

HEROES UNLIMITED 2<sup>nd</sup> Ed The revised Second Edition, by Palladium Books. Virtually every type of hero imaginable, whether inspired by comic books, pulps, novels, film or television, is waiting to be created and played. Features over 100 super abilities, scores of sub-powers, 40 Psionic powers, 100 magic spells, enchanted weapons and objects, robot and cyborg creation rules, super-vehicles, alients, mutants, wizards, super-geniuses, vigilantes. \$54.95

rules, super-vehicles, alients, mutants, wizaros, super-geniuses, viginances, 352 pages.

Aliens Unlimited Revised Edition Over 100 alien races and monsters, random alien creation tables, new super powers, biorics, high-tech weaponry, spaceships, UFO watch groups, Riffs conversion notes.

S42.85

Century Station An entire city full of heroes, villans, superhumans, mutant adventurers of all kinds. Maps, adventure ideas, etc.

\$44.95

Heroes Unlimited GMF Guide Everything a GM or player could desire, with guidelines, reference information, playing tips, optional rules such as new rampage combat rules, califications, additional equipment, new characters, ten adventures, and adventure ideas. 224 pages.

\$43.95

Caramercy Island A penitentiary in the tradition of Alcatraz, except that it specialises in the confainment of superhumans, Due Novaria etc. \$45.00



# 56 - Roleplaying Games: Hidden Invasion - Legend of the Five Rings

Glorantha Introduction to the Hero Wars A 256 page book whose aim is to explain the many people, kingdoms, religions and gods of Glorantha. Both a general introdution to the world, plus a companion book to the game. Paints the history and present, with occassional highlights.......\$42.85

### Hidden Invasion

### HOL

The Inda Solution Links of the Color of the 

#### **Hunter Novels**

1. Inherit the Earth Collects stories of the imbued, these hunters, and is based on the Hunter: the Reckoning roleplaying game. Due May.......\$13.95

# **Imagine**

IMAGINE RPG Player's Guide By IRP. An exhaustive fantasy roleplaying game that is the result of years of work and development. Focuses on fun, creativity and playability, limited only by the players' imaginations. This guide has 12 attributes, 18 races, 26 classes, 340 skills, 450 spells and invocations, 150 weapons and armor, 500 items of equipment. 330 + page hardcover....\$63.75 IMAGINE RPG Master's Manual By IRP. This 280 page hardbock has all the keys needed to breathe life into the game. Create and destroy new worlds, monsters, classes, races, and anything else the games master can imagine. 9 new classes, 7 new races, 68 new skills, etc.....\$63.75

## Immortal

IMMORTAL RPG By Precedence Publishing. It is the end of the modern world. The myths that humanity holds dear are crumbling as ancient gods rise from their secret places to fight a final war with the forces of darkness. A new age of legend is dawning, terrible, magical and breathtaking, Play a legendary god, hero or creature of myth. Wield awsome mystical powers against Earth's darkest foss. Claudia Christian is featured on the front cover. 96 pages. .....\$40.65

### In Nomine

IN NOMINE RPG They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. By Steve Jackson Games. \$57.75 Angelic Player's Guide History, laws, and Choirs of angels, also the dark paths that can lead them to a fall from grace. Expanded angel descriptions, 4 new campaign concepts, etc.

In Nomine GM Pack GM Screen plus an adventure for three to five

In Nomine GM Pack GM Screen plus an adventure for three to five Celestials, angelic or diabolical.

S21.50
Liber Cartificorum The Book of Songs. Over 300 new songs, sacred and proflane. Songs are precious melodies already playing in your soul... but only a precious few can hear them. 128 pages.

Liber Castellorum The Book of Tethers (celestial outposts on Earth). Learn how these Tethers form, grow and die. Learn how to protect yours, while destroying the enemies, also how to create Tethers, staff them, etc...\$42.85
Liber Reliquarum Has everything you'll need to put artifacts in your campaigns. Discourses on the nature of artifacts and their place in the world, enhanced rules for artifact creation, over one hundred new relics, and two adventures, etc...\$42.85
Liber Servitorum The book of Servitors. Ancient angels, new demons, soldiers of heaven and humans sworn to hell. Reborn saints and undead mummies. Over 100 characters as ready for use as PCs or NPCs...\$42.85
Superiors 1 War & Honor Seraphim and Malakim, aggressive or authoritarian. War, Stone, Judgement and the Sword These four archangels are covered in depth. Presents their goals, & what it is like to serve them...\$42.85
Superiors 2 The Takers Meef four demon princes who are helping evil keep up with the times. Andrealphus the Prince of Lust; Kobal, the Prince of Dark Humor, Haagenti, the Prince of Gluttony; and Nybbas the Prince of Dark Humor, Haagenti, the Prince of Gluttony; and Nybbas the Prince of Dark Humor, Haagenti, the Prince of Gluttony; and Nybbas the Prince of the Media, Visit Shal-Mari and Perdition...\$42.85
Superiors 3 Hope & Prophecy The archangels who embody the ideals of fire, faith, destiny and dreams are Gabriel (in exile), Khalid (newly returned), Yyes (who sees the potential for good in mortals and celestials alike), and Blandine (who explores the mysterious Marches)......\$45.05
Superiors 4 Reques to Riches From the ancient — Valefor (theft) and Mammon (greed) to the modem — Vapula (technology) and Fleurity (drugs) the most successful

celestial denizers. \$43.95
Revelations #5 Final Trumpet Follows on from Night Music and Fall of the Malakim. The forces of darkness are trying to bring on Armageddon, a final battle that will engulf the whole world, but some infernals are opposing it while some angels are helping it — it is a time for everyone to take sides....\$41.75

## Ironclaw

IRONCLAW RPG Anthropomorphic fantasy roleplay. Set at the time of a change in the world's history. Characters can be from any of two dozen animal races, with over 60 careers, begin with humble beginnings, but soon becomivatively the machinations of the great houses as they le against each other for control. Will you join the Bisclavret mercenaries hoping for farme and riches? Will you stand against the unyielding Avoirdupois warriors? Have the msyterious Doloreaux really unlocked the secrets of the wizard kings?\$52.75 Rinaldi Describes House Rinaldi from their humble beginnings to their peak of power, to their degenerate state today. Also has an adventure involving the fate of the fure heir. Also a map of the city of Triskellian, info, etc.......\$19.75 Doloreaux Describes the House of Doloreaux from their arrival in Calabria to their rise to power. Covers their lands, new characters, the utilimate Doloreaux secret of the Blessed Parths, and an adventure full of bloodshed.......\$21.50

### **Jovian Chronicles**

JOVIAN CHRONICLES RPG Silhouette Edition Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth Fesponded by placing its Relet on high alter and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. By Dream Pod 9.

\*\*CEGA Blueprints A set of eight highly detailed 19" x 15" blueprints covering the common warships of the CEGA Armed Forces.

\*\*Sys.35\*\*

\*\*CEGA Blueprints\* A set of eight highly detailed 19" x 15" blueprints covering the common warships of the CEGA Armed Forces.

\*\*\$24.15\*\*

\*\*CHAOS Principle\* A large Jovian battlefleet arrives at Mars to protect the Conflederation's sometime ally, the Martian Free Republic. But a fleet from Earth has come to support the Martian Federation, and soon both sides are seen scrambling for their fighters and exo-armors. The first Campaign Sourcebook. Contains all the vehicle designs, source material and into needed to play an extended campaign.

\*\*A6.15\*\*

\*\*Jovian Chronicles Blueprints\* A set of eight highly detailed 19" x 15" blueprints covering the common warships of the Ceta territories in North America, Europe and Africa/Middle East, overview of the army, nay, & new vehicles.

\*\*\$38.45\*\*

\*\*Jovian Chronicles Blueprints\* A set of eight highly detailed 19" x 15" blueprints covering the common warships of the Jovian Armed Forces. Full deck plans and layout diagrams.

\*\*\$20.55\*\*

\*\*Jovian Chronicles Companion Contains advanced rules and s

Ships of the Fleet Vol 1 - Jovian Confederation Details the fleets of the mighty Jovian Confed, this book covering three new ships, a destroyer, a patrol carrier and a supply lender. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. .......\$46.75
Ships of the Fleet Vol 2 - Jovian Confederation Details the fleets of the mighty Jovian Confederation, this book covering new ships. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. The five ships covered here are a frigate, topport of the proper of the property of the proper

#### Jovian Chronicles Miniatures

DP9-401 Pathfinder	\$14.95
DP9-402 Wyvern	\$16.95
DP9-403 Athena (Spaceship)	\$18.95
DP9-404 Hachiman (Spaceship)	\$16.95
DP9-405 Vindicator Exo-Armor	\$14.50
DP9-406 Cerberus Exo-Armor	\$14.50
DP9-407 Valiant-class Strike Carrier (Spaceship) Due August	\$25.50
DP9-408 Poseidon-class Battleship (Spaceship) Due August	\$25.50
DP9-409 Lancer (Jovian fighter) Due August	\$14.95
DP9-410 Wraith (CEGA fighter) Due August	\$14.95
DP9-411 Retaliator Due September	\$14.95
DP9-412 Syreen Due September	\$14.95

### Killer

# Kingdoms of Kalamar

Kingdoms of Kalamar This boxed set is a complete fantasy campaign setting - the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivairous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-lords; a 88 page guidebook of detiles and religions, secret organisations, etc; and a full color 36' x 48' map, one of the finest I've seen. You can use this setting with any fantasy PRG. (It cannot be played by itself).

A Foe in Need An adventure for 4 — 6 players. Players stumble across a ruined castle in the middle of a swamp, and come face to face with many deadly foes, including an immortal evil and betrayal.

Sk.25 Kingdoms of Kalamar Map Set A twelve foot square full color map depicting the world of Tellene.

Sv2.475

Wythos of the Divine and Worldw Kingdoms of Kalamar Vol. II & Ra nace

Kingdoms of Kalamar Map Set A twelve foot square full Set Age depicting the world of Tellene Mythos of the Divine and Worldy Kingdoms of Kalamar Vol II. 88 page guidebook describing 44 deflies and religions of Tellene. Also details secret organisations, rune-sets for 11 languages, etc. \$21.95

Secret Temple of Adaly The evil artifact known as the Orb of Midnight has been freed from its secret prison, religious fanatics disrupt the peace, the Prince's scout troops are missing, and more! \$19.75

Sometimes they Come Back in this adventure, the players go up against a hutcher oriest and his army of undead.

Sometimes they Come Back in this adventure, the players a butcher priest and his army of undead. \$8.25 Sourcebook of the Sovereign Lands Kingdoms of Kalamar Vol I. 100 action-packed pages detailing the history of the peoples and nations of Tellene. From the Volven Jungle to the vast savanna of Driokker horse lords, with the books and a detailed essay on medieval cities. \$24.75

adventure hone and get alled essay on medieval clinkes loose locks. \$24.75
Tragedy in the House of Brodeln The Duke is assassinated, the Prince has
disappeared, and his son is threatened. You have to find the Prince, and your
search will take you through a town, wilderness, and a dungeon, all covered great detail. Includes 56 pages of background, NPCs, 8 maps, etc....\$19.75

## Lace & Steel

LACE & STEEL RPG A swashbuckling romantic fantasy roleplaying game by Paul Kidd, set in the early seventeenth century Europe, featuring the hardware of the Thirty Years' War and the English Civil War. The combat system has been designed to make combat dangerous and excling. Has two decks of cards that resolve combat intelligently rather than rolling dice. Magic is very central to this game to give it an air of fun, frantasy and fairy tale. Also has classical Greek mythological races which fit into the atmosphere perfectly. \$57.75

Land of Og

Legend of the Five Rings

Contains character creation, gamepiary treuslands.

\$64.35

LSR RPG 2<sup>nd</sup> Ed GAME MASTERS GUIDE Completely revised book.

Filled with all the tools to storytell and adventure in the mythical land of Rokugan. Due November?

\$64.35

Bearers of Jade The Second Book of the Shadowlands. Everything you need to sustain a Shadowlands campaign, including new rules to help your samural war against the armies of the Fallen One; also life and death at the Kaiu Wall; how to run a horror campaign; learn the history and power of 15 wondrous items lost or tainted by the Shadowlands; 2 dozen new creatures; \$50.55

# Roleplaying Games: Legendary Adventure – Mage - 57

lands surrounding Rokugan, including journeys of the nun, and Senpet Empire. Due Jan'01......\$42.85

The Way of the Minor Clans into and loyalty to the Emerald Throne. Discover the minimacales of Rokugan's most noble clan. Courtiers, Kakita Artisans, Iron Crane Datidoli, etc.

The Way of the Dragon The isolated Dragons have always been an enigmat of the rest of the Empire. Now, you can learn what drives this mysterious claimagic, and rules for playing one of the famed tattoced men.

\$30.25

The Way of the Lion For a thousand years they have had a single purpose protect the Emperor. at any cost Gives the history of the Lion Clan, including their most important battles, and the generals fought them, new charactules, warfare in Rokugan, new skills, techniques, etc., the Way of the Minor Clans including the Pragontly, Falcon, Fox, Mantis and Wasp. The secrets behind the destruction of the Boar, Hare and Snake clans & running adventures in their lands; plus new weapons. \$42.85

The Way of the Maga Secrets of this ancient race that rose and fell millientiago; the war that nearly destroyed the Naga, the hidden ruins of Naga clinies new character rules, five bloodlines; special powers of Naga females; the speli of the Grast Steep, which kept the Naga hidden.

The Way of the Phoenix Guided by prophecy and ruled by an enigmatic of the Grast Steep, which help the Naga hidden.

\$40.65

The Way of the Scorpion 'We are not misunderstood. We are just evil. The Way of the Phoenix Guided by prophecy and ruled by an enigmatic of the Grast Steep, which help the Naga hidden.

The Way of the Scorpion We are not misunderstood. We are sustentially and the secrets spells, & the Ronin Isawe.

The Way of the Phoenix Guided by prophecy and ruled by an enigmatic help the Naga hidden.

The Way of the Phoenix Guided by prophecy and ruled by an enigmatic of the Grast Steep, which help the Naga hidden.

The Way of Shinsel The Brotherhood of Shinsel Has Books.

The Way of the Shadow.

The Way of the Shadow.

Shadow.

\$30.25

The Way of Shinsel The Brotherhood of Shinsel has sought to understand the secrets of all the factors.

The Way of the



#### Legend of the Five Rings Novels

1. The Scorpion At last! Lot5R novels! The Scorpion lord discovers ancient scrolls in the catacombs beneath his castle, which contain terrible prophecies

# Legendary Adventure

LEGENDARY ADVENTURE RPG A new fantasy roleplaying game by Gary Gygax. Uncomplicated rules providing fast character creation, with possibilities for a near-endless variety of unique Avatar characters. The rules help to facilitate the imagination and creativity of the Game Master and players alike to take precedence over rules. Races include dwarve humanic hostopiers, orcs, veshogs, troitklin, etc. Extraordinary abilities incompleted extraordinary abilities and dragonic incomplete and complete incomplete incomplete and complete incomplete incom

## **Macho Women with Guns**

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylights out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentencess. By BTRC.

\$20.85
More Excuses to Kill Things Pre-designed adventures, scenarios and a solo adventure to twist your brains into putly and your characters into greasy spots on the carpet. More monsters, more glimnicks, more ways to turn mindless mayhem into experience points.

\$19.75
Guns, Guns, Guns Lets you design custom weapons for any roleplaying system, also detailed conversion guidelines for transfering weapons from one system to another.

\$32.45
More Guns Provides complete stats for over 500 guns and melee weapons for eight separate RPG systems, Timelords, Corps, TORG, Mega Traveller, Cyberpunk, Twilight 2000, GURPS, Hero Systems.

\$40.65

### Maelstrom

MAELSTROM RPG Brote the Great Equinox there was an Empire. In the Empire all things were good. The world didn't shift around, and the shrikes were far away. There were great machines and ships that flew in the sky. The storm was tamed and the Empire brought h whole world together with obelisks and roads. But all of that is gone now. The storms tore it all apart. The setting of this game is a rich world of shifting realities, all tied together by the same storm. Home to alien cultures, Leonardan magic, gunpowder and pseudoscience, it caters to many different styles of play. From piracy on the high seas of the Outer Crescent to illegal duels at the Queen's Amphitheater, the setting touches on magic, science and the world of dreams. Game focuses on storytelling.

of the Cuter Crescent and State of the World of dreams. Game focuses on storytelling. \$50.55

Dacartha Prime Covers the city of Dacartha in detail, from the barrios and the undercity to the Free Legions and the Senate. Also includes the 2<sup>nd</sup> Ed Story Engine rules. Has maps, story hooks, NPCs, etc. \$42.95

Gray's Journal A 78 page journal/magazine with a collection of stories, adventures, realms and gadgets for the Maelstrom RPG. \$7.50

Tales from the Empire A guide to the city of Diodet, a city gone mad! Ruled by a quen who's been missing for 500 years, and run by a caphir that no one has ever seen. Diodet is lost in an insular world of parlor games and denial. A city of politics, adventure, romance and intrigue. All in the shadow of a ruined empire. \$32.95

empire \$32.95
Story Engine — Universal Rules Not actually for Maelstrom, but by Hubrit games. Yet another generic set of roleplaying rules. Story Engine uses relative instead of linear scales, fitting everything from super heroes to high fantasy to film noir and murder mysteries. Action is resolved as whole scenes through bidding process, players spend resources to increase chances. \$24.75

## Mage: Sorcerer's Crusade

castle. This is guide to subsigned and outs of castle life in this time period. Also allows you to design a torresshome for your character. \$37.35

Crusade Lore The essential storyteller's screen, plus a 72 page book with even more important rules and information that could not be crammed into the elebook.

Solonia the Path of Screams The Path of Screams is the ultimate descent, a rebellion against all that is holy and right. Those who choose to Fall perform blasphemous rites, master hornfying magicks, and sell their very souls to demonic tempters. For mature readers only.

Solonia the cultures, customs and politics of the Dark Path at Screams for fencing and using magick in the heat of combat. A look at nations outside of Europe — take your plantagers to the New Yorld and the Par East. Solonia performance in the night. They are like a beacon in the night, but the worst of their enemies in the night may hide within the Order of Reason listell Due Sept.

The Swashbucklers Handbook An essential guide to surviving a different relations.

# Mage: the Ascension

MAGE: THE ASCENSION 3rd Ed This 3<sup>rd</sup> Edition is fully revised. The mages have lost their war for reality, but the struggle continues. All of the Traditions have been updated and elaborated, along with the history the of mages. Explore the revised rules of the Spheres, Resonance and Paradox. See the devastating changes that signal the end for the Ascension War, and learn how modern mages survive 2000's Year of Revelations. Hardcover. 306

learn how modern mages survive zoous year of reversations. Flaticustris, 564,35 MAGE: THE ASCENSION 3rd Ed Limited Ed As above, but hardbound with a leatherstet cover, gold-foil designs, slipcase, and a leatherstound book of Mage: the Ascension art. \$110,00 Mage Storytellers Companion Includes a 4 panel GM Screen plus the Storytellers Companion 72 page book. Expounds upon the history of the Ascension War The dying Trafts are showcased, along with heir fates and the forces arrayed against them. Also a host of additional abilities and rules for creating magical items and spirit creatures. \$31,85

Ascension War. The dying Crafts are showcased, along with their fates and the forces arrayed against them. Also a host of additional abilities and rules for creating nagical items and spirit creatures.

\$31.65.

Beyond the Barriers: The Book of Worlds Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds folding just beyond consciousness. Heavens, hells, paradox realms, chantries, umbrai reflections and mysterious Zones spin in the unmappable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step.

\$43.95.

Blood Treachery Centuries ago House Tremers splintered from the Order of Hermes to become a cabal of vampire waldoxs. Now the Order of Hermes has declared war ords entered the world. They was the content of the San and Gelared war ords entered the world. They was the selected of the San and Gelared war ords entered the world. These were cultures that practiced terrible blood-drenched rites and shattering rituals. Powerful new spells. —\$42.85.

Dead Magle An adults only book which explores the mystic heritage of lost civilizations around the world. These were cultures that practiced terrible; blood-drenched rites and shattering rituals. Powerful new spells. —\$42.85.

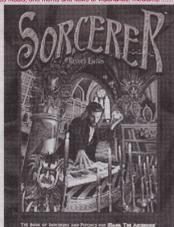
Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with linfo, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wrath, and ever Changeling.

\$28.05.

Digital Web 2.0 Cyberpunk is dead! Not so very long ago, a tragedy opened the doorway to a realm of impossibilities, a new creation where thought was power. More recently, the Virtual Adepts and their Technocratic rivals have waged a subtle war to control this Zone. Barely a year ago, a massive crash wiped the system & thrashed hundreds of Webspinners. Presents the Internet was beginning to the power of spirits, dragons, feng shui and chi energy. Rules for Asia's sorcery. \$42.95.

Dragnos

then explores their separate fraditions, enchantments, allies, Due May \$38.50 Mage Chronicles Volume 3 Features two out of print titles, Loom of Fate and The Chaos Factor. The archenemy of Garou and Verbena has learned secret that could trigger the end of the world, meanwhile, San Francisco teeters on destruction, and only a glited grid can save it. \$36.25 Masters of the Art Rules for creating Archmage characters and chronicles. Unlock the most potent power of the Spheres, beyond anything ever seen before. Discover the keys to Ascension itself. \$28.55 Sorcerer Revised Edition Book of sorcerers & psychics, revised & updated, it elaborates on the powers of subtle sorcery. Rules for various paths of stury, sorcerous rituals, and merits and flaws of visionaries, mediums. \$42.95



Tales of Magick: Dark Adventure Story ideas for high adventure in the World of Darkness. Earthshaking events in the world of Mage, character 

Storytellers to champion. \$30.75

The Orphan's Survival Guide The player's guide for playing an orphan, including sects such as the Hollow Ones and Bitch Queen Vannoy and her necessary of the Spirit Ways See what awaits in the Mirror World with new abilities, merits and flaws for shamanic characters, an in-depth look at shamanic cultures across the world, a host of spirits & their realms, rotes, etc...\$32.95

Traditions Gathered: Akashic Brotherhood Revised A new look at the modern face of Asia's mystic martial artists, undeted and revised nies.

Traditions Gathered: Songs of Science Vol 1 Reprints Virtual Adepts, Sons of Ether, Order of Hermes. These vital character sourcebooks define the very paths to magick and transcendence itself. —\$40.65
Traditions Gathered: Songs of Science Vol 2 Reprints Verbena, Cult of

# 58 - Roleplaying Games: Marvel Super Heroes - Of Gods

#### MAGE NOVELS

#### The Horizon War Trilogy

1. The Road to Hell The battle for reality itself ignities as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and, elsewhere, william from the mages; just returns to claim his legacy.

2. The Ascension Warrfor What link is there between the sudden obtaining of self-awareness and subsequent disappearance of the AW clone, and a mysterious figure arising, a being of incredible, inhuman power. Can he resolve the Horizon War?

3. The War in Heaven The mages of the Nine Traditions and their swom enemies, the Technocracy, find themselves under attack by the Ascension Warrior. Two horizon realms have already been obliterated.

\$12.05

# **Marvel Super Heroes**

MARVEL SUPER HEROES Adventure Game The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the awesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes basic rules with advanced options, an introductory adventure, a narrator's guide, catalog of superpowers, a roster of Super Heroes and Super-Villains with official game stats, and a Mightly Marvel Fate Deck for resolving all the action!

S52.55

Avengers Roster Book All the info you need to incorporate the Avengers, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. Overviews the Avengers history, equipment, etc.

336.25

Fantastic Voyages Journey from the depths of the ocean to the farthest reaches of space with the Fantastic Four. The adventures include Dr Doom, \$16.50

reaches of space with the Fantastic Four. The adventures include Dr Doom, \$16.50

The Reed Richard's Guide to Everything Explains how things work in the Marvel universe in an entertaining and visual fashion. Includes optional rules and full color section. \$34.65

X-Men: Who Goes There An anthology of adventures, presenting a grand saga of deadly danger and doom for the Marvel universe, engineered by the sinister Brood. \$19.75

# Mechwarrior

MECHWARRIOR 3rd Ed Get out of the cockpit and into the adventure with the all new, updated Mechwarrior RPG, the complete roleplaying game of the Battle-Tech universe. Players take on roles such as spies, fighter pilots, smugglers, and mechwarriors. Revised with a completely new game system, featuring fast play rules, a unique character creation system that generates game abilities & background story together, and colorful fiction. ... \$50.55
1st Somerset Strikers The TV animated series. The series features Adam Steiner, leading a ragitag group of mercs called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodess are detailed, and the book is full of color art. ... \$32.95
Lostech: The Mechwarrior Equipment Guide Gathers together every kind of weapon and hi-tech gizmo from across the Battle Tech universe and provides detailed descriptions and complete Mechwarrior refugitions.



Mechwarrior's Guide to Solaris VII A unique companion to Mechwarrior 3 deficion. Provides you with all the material you need to Jaunch your own Solaris campaigns. Has three new Mechwarrior affiliations, Comstar, Word of Blake and the Chaos March, as well as six additional Life Paths, rules integrating mech combat into roleplaying games, background info....\$36.25

#### MECHWARRIOR NOVELS

### Warrior Trilogy

Narrior: En Garde The betrothal of the Archon-Designate Melissa Steiner to Prince Hanse Davion of the Federated Suns, sparks off the Fourth Succession War. Things become even more complicated when Melissa Steiner is hijacked. By Michael Stackpole. Steiner is hijacked. By Michael Stackpole Steiner is hijacked. By Michael Stackpole Suns asunder. He has joined with Duke Michael Hasek-Davion and Justin Xiang, a former Davion officer. And interstellar legend Yorinaga Kurita has returned to stake his claim as the most bloodthirsty warrior of all. ....\$14.25
3. Warrior: Coupe The minions of Liao is about to cripple the Federated Suns, assassins stalk Melissa and Katrina Steiner, and the Kell Hounds play search and destroy with the most fearsome Kuritan unit ever formed. \$14.25

#### Return of Kerensky Trilogy

#### Miscellaneous Titles

Miscellaneous Titles

Miscellaneous Titles

Niscellaneous Titles

Niscellaneous Titles

Niscellaneous Titles

Niscellaneous Titles

Novall he needs to begin his revenge is a mech - but how?

S.9.85

Noval he needs to begin his revenge is a mech - but how?

S.9.85

Noval he needs to begin his revenge is a mech - but how?

S.9.85

Noval he needs to begin his revenge is a mech - but how?

S.9.85

Noval he needs to begin his revenge is a mech - but how?

S.9.85

Noval his and his part of the second his part of the control of the

12. Star Lord A self-appointed Star Lord launches a series of raids that 

Stackpole.

14. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the

#### TWILIGHT OF THE CLANS SERIES

1. Exodus Road Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape?

2. Grave Covenant As the truce of Tykayyid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war-creating a new Star League Defence Force to destroy a powerful invading Claim But backbiting and in-righting may destroy this bold plan in its Infanoy. \$14.25

3. The Hunters "Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the inner Sphere and heads down the Exodus Road to the very Clan homeworlds. \$14.25

4. Freebirth On his Khan's orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan? \$14.25

5. Sword and Fire Task Force Serpent stands poised on the brink of the greatest military operation since the liberation of Terra in 2277 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to drawn on all her skill to reduce the Jaguar's planet to ruins with sword and fire. \$14.25

5. Smodows of War Task Force Serpent descends upon Huntress intent on destroying Clan Smoke Jaguar. But the Jaguars are more cunning that ever suspected, and then from the shadows enters a new threat - the greatest danger to humanity's future, and the war to end all wars is ignited. ... \$14.25

7. Prince of Havoc Prince Victor braves the unknown and travels to Strana Mechly, the heart of Clan territory. There, with elite units from the Innersphere, he m

#### The Capellan Solution Trilogy

# Mechwarrior Novels (inspired by the computer game)

1. Ghost of Winter Ideal for new readers. Sturm Kintaro is a green mechwarrior, eager to begin his career. But pirates raid his planet of Kore and he soon finds himself stranded with no mech, no hope, no help—until he stumbles upon a long-hidden secret, with which he can strike back at the 

# Murphy's World

# **Mystic Force**

# **Nightbane**

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from Nightspawn to Nightbane to avoid a legal battle. By Palladium.

artefacts, new neglinderic talents and morphus, plus campains and season services.

\$34.65

World Book 3: Through the Glass Darkly A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermages, Fleshsculptors, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? ...\$32.95

### **Nobilis**

NOBILIS RPG A different kind of roleplaying game, in which direct physical or magical confrontation is rare. (No dice used in the game either!) Other methods are used other than violence to remove enemies. Players are the Nobilis, humans possessed by an immortal fragment of an imperator's soul, with the power to tear down a nation or earn its worship. Imperators are the true gods, the banished angels, the great lords of dark and light. Set between the words of Chrysanthemum and Ash, whose roots trail into hell. Hardcover.......\$61.05

#### Obsidian

# Of Gods and Men

OF GODS AND MEN RPG A war between the gods resulted in them abandonning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicoms lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. \$43.95

cards. Cults & Conspiracies It is the dawn of the sixth century since the gods lefter mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organisations which struggle with each other for domination. ...\$31.85

# Roleplaying Games: Ork! – RIFTS - 59

Of Gods & Men GM Screen Standard GM Screen plsu 18 new Divine



### Orkworld

ORKWORLD RPG Written by John Wick. This roleplaying game is also a sourcebook on a race and culture that can be incorporated into any fantasy RPG. A massive 300+ page book that contains ork culture, religion, philosophy and anatomy, the art of ork storytelling including a number of stories; all the rules required for playing the game, including playing individual orks, households, and entire tribes; and world information, including those nasty monsters such as humans, dwarves and elves. Locale descriptions...\$53.50

# Over the Edge

### Palladium

elementals and spirits of light; rune weapons, dragon slayer swords of the control of the contro challenges and opportunity. Due Dec.

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villaint.

Western Empire An indepth look at the nefarious "Empire of Sin". The young bold Emperor Itomas, the Empires hierarchy, key nobles, cities and provinces, habits, ailless, political intrigue, and wars. 200 pages. \$42.85

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcat shaman, fire sprile, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poissons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages.

\$29.65

#### Pantheon

Pantheon and Other Roleplaying Games Another mini roleplaying game by Hogshead Publishing. 24 pages has five complete (though brief) roleplaying games. Face undersea horrors in the claustrophobic Grave and Watery, fight your scheming relatives in Boardroom Biltz, double-cross the mob

in The Big Hole, trample Tokyo in Destroy All Buildings, and battle for control of the universe in Pantheon, For 3 — 6 players, complexity low...........\$12.65

# Pendragon

\$50.55
Arthur: The Bear of Britain Fiction. Celtic Britain in the fifth century is land of art, song and wily princes. After Uther Pendragon dies, the prince nurse their own ambitions. But Arthur, Uther's son, believes Britain needs to be unified to resist the circling foes. This is the story of the twelve great battles tha Arthur fights, of the fall of London and the Saxons, and finally 330.75

world of Carriero are to the rouns reached and annotated. An alphabetical guide to the Arthurian legend and literature.

\$28.05

Beyond the Wall: Pictland & the North The Wall is Hadrians Wall, a miles long fortification built centuries ago to hold back the hordes of will avages living north of Britain. Beyond lies Caledonia, a bleak and harsh land where civilisation has never reached. Tribal Picts, the Painted Men, rule here. Filercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages.

\$40.65

Blood & Lust Provides campaign material for the Dukedom of Angleand, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan Je Fays Challenge. 128 pages.

\$38.50

The Boy King 2<sup>nd</sup> Ed Adventure with young Arthur in his quest to claim the kingship of Britain. This 80-year campaign lets you battle enemy lords, defend the realm against savage invaders, clear the land of awesome monsters, and find glory doing so.

Kinsmen of the Grail Fiction A vividly rendered tale of Gawin's and Perceval's quest for the Grail. Gawin must decide whether to complete his quest or lurn aside in order to help Arthur in his hour of greatest need, \$31.85. Land of the Glants Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf, and Amap.

\$40.65

Percival & the Presence of God This is the first paperback edition of this and present and the read of the paperback edition of the search and the read of the paperback edition of the search and the read of the paperback edition of the search and the read of the search and the read of the read of the read of the paperback edition of the search and the read of the read of

Grenote ingaged in an epic struggle. Autows you to play scandinaviar characters or visit the country, includes an adventure featuring Beowulf, and a map.

\*\*Percival & the Presence of God This is the first paperback edition of this classic Arthurian novel, focusing on young Percival's quest for King Arthur and the Holy Cail. The core of the book is the traditional talle of Sir Percival, first told in twelfth-century France, retold here by Jim Hunter.

\*\*20.35

\*\*Perlious Presst Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perlious Presst in Britan to stay. Some work for peace. Most other of the person of the stay of the person of the pers

# **Providence**

PROVIDENCE MAIN RULE BOOK Providence is many things. It is a game of super-powers and magic. It is a world of high-fantasy and adventure, a battle between good and evil, right and wrong. Amidst the chaos and destruction stands a beacon of light. You are that light. Will you join the fight? This beautifully illustrated 264 page rulebook provides all the information necessary to begin a campaign. Included in this book is the character creation system allowing you to play a wide variety of characters. A complete description of skills, powers, and spells is provided. In addition, readers will be introduced to the Creative System, the set of basic, advanced and optional rules needed to fully explore the game. This is a place of high fantasy when the Arhurian legacy of grand chivalry is mixed, like a potent elixir, with the steel of super-heroes, including angels and demons. \$49.45

Providence Main World Book War is imminent and the odds of survival are slim. The Alliance of Kings is greatly outnumbered and even their allies want to see them in chains. Internal problems are tearing the society apart. The world itself is trying to kill them. Providence needs heroes. Will you heed the call? This lavishly illustrated book gives a detailed look at Providence, with its inhabitants, geography and history, and a detailed description of the races, including through all the providence of the proposition of the races, including through all the providence of the proposition of the races, including the control of the providence of the proposition of the races, the providence of the proposition of the races, including the control of the providence of the proposition of the races, including the proposition of the races, making this a formidable city... \$32.95

Providence CGM Compendium Has the typical GM screen, a \$6,25

Providence Off M Compendium Has the typical GM screen, a \$6,25

Providence The Book of Wird This tome includes fantastic spells for a wide range of Wird casters, including the familiar distinctions of Wird Weaver,

Providence I ne Restreis: Secoming Tire Sourcebook describing the Order of Kestreis, eitie and enigmatic martial artists. \_\_\_\_\_\_\_\_\_\$34.65
Providence The Recognizers The Lost Tribes are about to attack. The world is about to collapse. Providence's criminals think the authorities are too busy to notice them - but they're wrong. Complete character profiles on the 20 most wanted wretched and depraved vilains. Also includes the history and organization of Providence's bounty hunters- the Recognizers. \_\_\_\_\$19.75

# **Puppetland**

### Recon

## Riddle Rooms

Riddle Rooms # 2 Wilderness This is a fantasy roleplaying sourcebook designed for any fantasy RPG setting. Has 20 illustrated encounters, each posing a riddle or challenge. Has a section for the GM explaining riddle plus solution, and 20 player sheets with encounters and riddles....\$24.75
Altered Images A self-contained Riddle Rooms adventure for a GM and 4 to 6 players, for any fantasy RPG. You try to rescue a kidnapped prince and restore him to power, but nothing is as it seems — puzzles abound...\$24.75
Lair of the Sphnix Riddle Book Contains 77 riddles with a unique system of hints and answers, to help you work out the riddle....\$24.75
Thieves Island A self-contained Riddle Rooms adventure for a GM and 3 to 8 players, for any fantasy RPG. As you explore this island you must overcome the island's riddles, puzzles, fights and traps.........\$24.75

Vengeance Gene-splicers, an evil Millennium Tree, monsters, an expanded and majoration of the Coalition Navy Takes an indepth look at the Coalition Navy, the largest naval force in the Americas, located in Lone StarTexas and which can be found up and down the Mississipp River, the Great Lakes and the Guilf of Mexico. Includes pirates and privateers, warships, subs. power armor, equipment, key bases, commanders, notable sea monsters, etc. 128 pages.

\$17.45

RIFTS Mercenaries A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimentional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. \$37.35

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie. Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters, 224 pages.

\$46.15

RIFTS Orneversion Book # 2 Pantheons of the Megaverse – mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons.

\$35.50

RIFTS Dimension Book One: Wormwood Features the living planet wormwood, with bizare forms of magic, the monstrous Unholy, horrlife monsters, allens, World Gate, morphworms, entrancers, new racial character classes, Hospitallers, etc.

\$31.35

RIFTS Dimension Book Two: Phase World An incredible monsters, allens, World Gate, morphworms, entrancers, new ractal citations classes, Hospitallers, etc. \$1.35.

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, power-armor, & weapons, phase technology with new ships, weapons, cyborgs, etc. \$42.85

RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and body armor, etc. 112 pades. \$27.45 pages. \$27.45
RIFTS Dimension Book Four: Skraypers Nearly thirty years have passed since the monstrous Tarlok aliens conquered the planets of the Chartzolon planetary system. The few superheroes who survived are hunted and destroyed like animals, yet they persevere and prepare to launch their greatest offensive ever. \$35.15 world Book 6: South America The jungles and mysteries of South America are explored, 8major kingdoms are described. Living power armor.

# 60 - Roleplaying Games: Realm of the Gateway - ShadowRun

anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, herbs, pirates, dragons, etc. \$35.15
World Book 7: Underseas Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Tiran, Amphib, Dolphins, Horunes, Pirates, Mutants, etc. 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splicers, etc. \$37.35
World Book 8: Japan Samural, Cyber-Samural, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberold, Dragon Cyborgs; living Samural swords, the anti-technologists of the New Empire Oni, Supernatural monsters and elementals of the zone, three new Glitter Boys, winged power armor, spots, new cybernetics, magic powers & Items, etc. 216 pages. \$42.85
World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines; Arkhon Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. \$43.95

systems.

World Book 10: The Juicer Uprisings Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information.

ravage the country side. Also eacher packet screen from the Coalition States have been secretly building an army of incredible power Rumors of the Coalition States have been secretly building an army of incredible power Rumors of the Coalition States plans to invade Tolkeen and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new \$46.15.

States' plans to invade Tolkeen and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army.

\*\*A6.15\*
World Book 12: Psyscape Over a year late - but it is finally out! New psionic powers, new OCC silk the Nega-Psychic, Psychipic Nullifer, Psi-Slayers and others. Cybernetic implants that provide psi-powers but bring insanity. And most importantly, history & secrets of Psycsape.

\*\*S5.15\*
World Book 13: Lone Star A detailed look at the Coalition Sates of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. Includes the fearsome Kitlick Killer: a mutant insect-humanoid vat grown by Lone Star and released into the wild in packs to bunt and kill Xitlickes. 176 pages.

\*\*World Book 14: The New West The wild American West, a no man's zone forbidden to citizens of the CS, is explored in detail. Gun-slinger and Psi-slinger character classes; D-Bees, Cyberknights, Reid's Rangers who protect the innocent and hunt vampires, Indian Warriors, notable towns, the Law (or what passes for it); frontier justice - harsh & quick, etc.

\*\*World Book 15: The Spirit West An Indepth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-bees, sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West. Provides plenty of monsters, evil spirits, magic, new weapons and equipment and hostile forces. Gives ideas for adventures and campaigns, for example, a clash between Coalition Reclamation Armies looking for lost bases, & the Native Americans who simply want to keep the armed invaders out of their land.

\*\*Sa.93\*\*
World Book 18: Mestardton of Magic Delves into the legendary Magic Zone and the many factions, good and evil, of sorcerers and mystical societies counted amongst its

breed or Common Chaes when the monstrous Daemonix, 60 villains, etc. \$27.50 murder and genocide. Has the monstrous Daemonix, 60 villains, etc. \$27.50 RIFTS Coalition Wars: Sorcerer's Revenge Chapter Three. The sorcerer's of lolkeen strike back in a murderous fury. Due Nov. .........\$27.50 RIFTS Coalition Wars: Cyber-Knights Chapter Four. The Cyber-Knights are divided. Half fight for their leader, the others for Tolkeen. Due Dec.\$27.50



RIFTS Novels

1. Sonic Boom! Centers around a squad of Coalition soldiers on a "seek and destroy" mission to eradicate a rebel group known as The Army of the New .....\$16.45

Constitution of the Coalition soldiers under the command of eutenant Sorenson fight their way back to civilization where they are faced this startling revelations, court-martial and treachery.

\$17.05
Treacherous Awakenings Conflict, treachery, magic, the Splugorth, Melibson (?!) and a few big battles.

\$16.50

# Realm of the Gateway

Realm of the Gateway Part One — the Magic Realm Set on the mythica world of Uvlande, a world trapped between the dimensions of science and

# Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. By Palladium.

against an alien army. By Palladium.

ROBOTECH RPG Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages.

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atias. 48 pages.

Return of the Masters Expanded second edition with 40 extra pages. The invid invaders are back, and so too are the Zentraedi and the Robotech Masters! Has new mecha including bioroids, more adventure and action.

\$28.05

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid. Robotech Masters & Zentraedi.

\$29.05

Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find them themselves pitting their own RDF mechs against identical machines ploted by traitors. \$24.75

Southern Cross Material from the TV animation series. Features character aducation & skills, plus extensive notes on armies, weapons & equipment. 112 pages.

\$24.15

\$24.15

\$24.15

\$24.15

\$24.15

education & Skills, plus extensive notes on annex services.

\$24.75 pages.

\$24.75 StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and protoculture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina.

\$26.35 The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules.

\$26.35 August 2016 Page 2016 Pa

The Invita invasion 112 page sourcebook of three a falling equipment, may mew combat rules.

256.35

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft Plus Invito History, Mecha, Inorganics & Hives. 3 adventures. 160 pgs.

\$32.95

The Zentraedi Glants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes.

\$18.65

Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures.

\$19.75

# Rolemaster

Rolemaster Fantasy

Rolemaster Fantasy RPG This complete RPG is not a new edition, just the previous edition collated differently, with 5% minor improvements to the rules. Contains most of the Rolemaster Standard Rules, some material from Arms Law and Spell Law. So prepare yourself for your journey toward the ultimate fantasy roleplaying adventure. This book is easier than ever to understand and has all you need to play the game — combat, character creation, and spell castinn.

casting.

Arms Law Fantasy and medieval melee and missile attacks with realistic-plus results. It expands the combat system from the Rolemaster FRPG to its full breadth. Each weapon, animal, martial and has a unique feel and flavor, \$31.85 Channeling Companion A myriad of new professions, summoner, warlock.

mythic, and över 48 customised priests, new fraining packages include pilgrimimplar medic, missionary & inquistor new spell lists, tables. \$42.95
Creatures & Monsters Over 200 pages of animals, monsters, and races that fly, swim, and terrorize the land, with detailed information on appearance, lifestyle, combat statistics, and background. Some creatures protect, some can be befriended, others threaten entire towns. Also creature design rules. \$50.55
Of Channeling Contains one third of the material from the old Spell Law book. Has 50 Spell Lists with hundreds of spells, character into such as Animist, Healer, Paladin, etc.

Of Essence Contains one third of the material from the old Spell Law book. Over 50 spell lists with 100s of spells, plus professions of Illusionist, Mystic, Over 50 spell lists with 100s of spells, plus professions Lay Healer, Seer, Magent, attack tables, etc.

Order Spell lists with 100s of spells, plus professions Lay Healer, Seer, Magent, attack tables, etc.

Character Law Expands the fantasy RPG by adding 11 additional races & cultures, 11 professions, 21 additional training packages, 5 skill categories with dozen of skills, a complete system for using background options to determine a called the part of the professions of

### Rolemaster Supplements

#### **CAMPAIGNS & SCENARIOS SERIES**

Emer Book 1 Haestra Produced under license for Rolemaster by Eidolon

Studio. A basic overview to the continent of Kulthea, on Emer, Has a detailed timeline, the realms of Haestra such as the Port of Izar, the secret loty of the Dark Elves, with new info as well; secret places such as the Ash Lairs; beast and NPC charts, full color map, B&W maps. Ring bound. \$42.95 Emer Book 2 The Northeast And planes and far flung peninsulas abound here, as well as large island-chains. Details the Lankan people, the Loar elves, the wastes of Thanor; layouts, including secret vaults; the Loar airbarges and other machines, a 11" x 17" full color map. \$42.95 Haalkitaine Citybook 1 The most powerful city on Jaiman, capital of the Rhakhaan Empire. Information on the Noble Families, their tower-villas, the dark intrigues of the Emperor's court. 22"x17" color map. \$42.95

### Sailor Moon

# Sengoku

SENGOKU RPG An impressive 336 pages that present 16<sup>th</sup> century Japan for roleplaying, where honor is more valuable than gold and shame a fate worse than death. It is a time in Japanese history marked by nearly incessar civil warfare, rival warfords and samural clans. Has a brief history, manners and customs, daily life, religion, occupations, skills, arms, armor & equipment, magic, campaigning, architecture, bestiarty, etc. \$64.35
Shiki Features four epic adventures spanning eighteen years, as the PCs embark on a quest to save the heir of a fallen clan and support his return to his rightful place as daimyo of Suruga province. Has dozens of NPCs. ....\$34.65

# Senzar

SENZAR RPG A new fantasy roleplaying game that empowers the player with the will and the way to achieve his own destiny, all the way to immortality and beyond. Choose from among dozens of the most original races and professions ever created, grant yourself special powers, train yourself in killer martial arts, and study the most awesome magics. You can design your own magic, martial art, magic items and artifacts. And if you can conquer the mortal world, you can choose one of the three paths to true immortality and compete with other immortals to rule the cosmos. 250 pages. \$41.00 Creeping Death All manner of diabolical and demented creatures to torment your players. Dragons truly worthy of fear, demons never seen before, and the immortal Shadar Lords, more wicked than you can imagine. \$33.55

ShadowRun SHADOWRUN 3rd Edition The popular fantasy cyberpunk game by FASA gets updated, revised and improved. Features a completely new look and feel for today's sci-fl and fantasy fan. The core rules remain essentially the same, but are presented in a more user-friendly style that will help new players understand the game and give experienced players a fresh angle on their games. All sourcebooks and adventures etc are still compatible. The year is 2060, magic is as real as the mean streets of the mega-sprawls. Corporations call the shots while nailing each other through covert operations. Flesh and machines have merged, such as the street samural with his smartgurs and impossibly fast reflexes. You're a shadowrunner, a professional. Working for or against the megacorporations. Statistics of the corporations of the corporations of the corporations.

S41.75

Divided Assets to the corporations, everything's an asset to be charted, inventoried, and maintained. Everything is accounted for, even people. But what happens when an 8 year old boy becomes the pawn in a messy extraction? For the Deriver Boxed Set.

Set and S 

# Roleplaying Games: SLA Industries – Star Wars - 61

\$38.50
Target: UCAS For GMs and players, gives adventure frameworks set in the following explosive cities: Boston, Detroit and Chicago where chaos reigns after the assassination of Dunkelzahn. Has Chicago finally been cured of the bugs? O' is the cure worse?

\$28.05 after the assassination of Dunkeizahn. Has Chicago finally been cured of the bugs? Or is the cure wors?

Target: Smuggler Havens Need to fence stolen goods? Want to be the first to hear some drek-hot information? Looking for a place to hide out for awhile to hear some drek-hot information? Looking for a place to hide out for awhile to hear some where the goods flow and the cops don't go, where pirates and smugglers hang out.

Sayo,75 Total Eclipse Seattle's hottest new rock band have broken their contract to try and out it solo, but their parent corporation label has paid some "unners to bring them back ASAP".

Sayo,75 Underworld Sourcebook ShadowRunners are not the only denizens of the criminal world. There are those who have taken the science of crime and made it into an art form. From the ordered world of the Yakuza to the violent anarchy of the Seoulpa Rings, also the Mafia and the Triads. Each syndicate's markets, business practices, histories and secret rituals are revealed. \$31.85

#### SHADOWRUN NOVELS

Night's Pawn - \$9.35
 ShadowPlay - \$9.85
 ShadowPlay - \$9.85
 Lone Wolf Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it & prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side. \$10.95
 Fade to Black Runners must free a man stuck in siave-like conditions from the harrowing landscape of Newark, which is overcome with poverty violence, brutality, & gang lords. But it becomes rather difficult to keep their honor.
 Sosteratu Serin is a rootless mage and part time shadownuner, but he feels evil, elven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years.
 Sosteratu Serin is a rootless mage and part time shadownuner, but he feels evil, elven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years.
 Sosteratu Serin is a rootless mage and part time shadownuner, but he feels evil, elven eyes watching him everywhere he goes. Eventually, he learns in his eventually in the learns of his eventually has downfall for three hundred years.
 Sosteratus of his eventually has been plotting this downfall for three hundred years.
 Sosteratus of his eventually has been plotting this downfall for three hundred years.
 Sosteratus of his eventually has been plotting this downfall for three hundred years.
 Sosteratus of his eventually has been plotting this stem to his downfall for three hundred years.
 Sosteratus of his eventually has been plotting this stem to his plant three his haman Bandit, and from Neward come Newark and Monk. But

Aina and Harlequin might have the power to stop it - if they can unit their fellow elves.

15. Just Compensation Andy's a shadowrunner wannabe until he accidentally participates in a real run, ending his sale life until that point. His half brother gets in trouble for refusing to gun down a civilian army. The two then discover a conspiracy to take down the government.

16. Black Madonna Leo, the world's greatest genius, wants to share the truth' with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when decker Michael Sutherland and pals Serini and Geraint team up to track him down, they find Leo has some very scary friends who don't want him to share the 'truth' with anyone, and who would like to see Leo and the runners dead.

Sepent Guard, must defeat a high-tech foe with almost unlimited powers and absolutely no merci. \$14.25 s. \$14.25 c. \$14.25 c.

brilliant light and greetings from long dead family, and the terrifying sense of being juggled between heaven and hell. There is only one thing in this computer generated netherworld that can be trusted, and it is not your senses. \$42.05 computer generated netherworld that can be trusted, and it is not your senses. \$12.05

27. The Terminus Experiment Dr Oslo Wake has created genetically altered living dead, infected metahumans who are not mere vampires, but something more deadly, that does not have to hide in the night. Warren Storey is the next test ginea pig, unless the ShadowRunners can rescue him \$12.05

28. Run Hard, Die Fast Argen's former lover is in deep trouble — her op turned bad, stranded by her megacorp, targeted for flatlining by two others. So Argent decides to nisk all to save her, but he knows it's a suicide mission. But that never stopped the steel-armed street samural before. \$12.05

29. Crossroad's Scerets from Tommy Talon's past send him home to Boston where he comes into conflict with megacorps, yakuza and a powerful spirit. He enemy is — and iff someone very close to him. \$12.05

30. The Forever Drug The shapeshifter Romulus finds himself caught in the middle of a covert struggle between terrorists, smugglers, Lone Star, and the late president Dunkelzahn's legacy. And then a beautiful woman with amesia turns up, he decides to find out how she fits into the picture. \$12.05

31. Ragnarock Talon and his shadowrunners are hired to hunt down a murderous archaeologist and recover something he stole. But someone else very powerful wants the artifact too, and soon Talon is beinge hunted ...\$12.05

#### The Dragon Heart Saga

Stranger Souls UCAS President Dunkelzahn, cut down by unknown enemies in the hour of his triumph, left one last set of orders for special agent Ryan Mercury, to save the world from magic so powerful that nothing may

survive it.

2. Clockwork Asylum Ryan Mercury, the late president's secret agent, wants revenge for Dunkelzahn's death. But a powerful cyberzombie under the influence of a powerful spirit stands in his way.

3. Beyond the Pale in the mission given him by Dunkelzahn, Ryan Mercury promises to deliver the magical Dragon Heart safely to the metaplanes, where Thayla and her song are all that defend the earth against he onslaught of the enemy. But when Thayla is swallowed by the Chasm, the ultimate evil threatens the world.

\$12.65

# S.L.A. Industries

S.L.A. Industries

SLA INDUSTRIES RPG Now published by Hogshead Games. This is an adults only game of futuristic urban horror. A 300 page book nich in background and artwork. It focuses on the mysterus. SLA Industries Megacorp, which rules all the inhabited works with an engage the gear when the man Slayer suddenly appeared 900 years ago, accompanies the the man Slayer suddenly appeared 900 years ago, accompanies the production of the state of

# Spacemaster

SPACEMASTER RPG — PRIVATEERS You and your players play a part in the last, desperate gamble to win a war against an evil driven by insanity—the war between the Inter-Species Confederation and the Jeronan Empire. This is a complete roleplaying game by ICE, and has combat, character creation, a complete setting, starships, and psychic powers. The rules are realistic yet playable. 272 pages with heaps of tables and charts. — \$60.50 Spacemaster Equipment Manual Tech levels, arms and armor, clothing, data storage, drugs, medical equipment, personal gear, power cells, survival equipment, tools, construction and design, malfunction and repair. Also 5 critical tables, 16 attack tables, etc. — \$40.65 Spacemaster Robotics Manual Every personal enhancement a privateer could desire — cybornetics exoskeletions, biolech, implants, neuralware, etc.

Spacetriaster roubties martial every personal minimater lates by more could desire — cybernetics, exoskeletons, biotech, implants, neuralware, etc. Tired of flesh & blood characters? Try out your own state of the art android or bobot. Customize yourself with complete guidelines. Lots of tables. —\$42.95

Spacemaster Vehicles Manual Covers all types of vehicles: cars; boats, rockets, planetary shuttles, deep space fighters, interstellar destroyers. Also sample vehicles, vehicle design, combat rules, repair guidelines. Sept. \$40.65

# Spookshow

SPOCKSHOW RPG You play the part of a ghost who has learned to take on mortal guise again, pretending to be human. You even have a job. But why go back to being a banker when you can experience adventure and intrigue? Your new job? Espionage. This game merges the world of espionage with the mystique of the supernatural. 200+ pages, including background & rules. \$50.55

# Sovereign Stone

SOVEREIGN STONE RPG This fantasy world of Loerem is inhabited by orks, elves, humans, and dwarves, and the evil Taan. Larry Elmore has done the artwork, plus design the world, complete with beauty, intrigue, romance and evil. Margaret Weis and Tracy Hickman will write a trilogy of novels based on this world. The game has been designed by Don Perrin and Lester Smith, two industry 'greats'. \$51.65

Mythical Lands Not actually related to Sovereign Stone. This is basically Larry Elmore's autobiography, with heaps of his color & B&W art. \$40.65

# **Space 1889**

a region of vital importants to the British colony on Mars. \$42 Cloud Captains of Mars/Conklin's Atlas of the Worlds Reprints conclude Capitalins of Intersection Intersection and Intersection Inte British government, poking around in a Martian city, etc.

Transactions of the Royal Martian Geographical Society Transactions of the Royal Martian Geographical Society Vol Articles include a British Colonial Establishmen on Mars: a different look at

### Star Riders

STAR RIDERS RPG Very hard to find these days, but we have been able to obtain more stocks at last. A deliriously funny role playing game in the space opera tradition. When the Dadourunnu Conundrum Empire's bureaucrats slightly "misplace" Earth - the coolest place in the galaxy - during a galactic reorganisation, you go off looking for it. Your common Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!) ...\$28.55

# Star Trek Roleplaying

STAR TREK The Original Series

STAR TREK The Original Series

STAR TREK The Original Series RPG This 288 page hardback book is the complete roleplaying game for the original TV Star Trek series. With a history and timeline of the Federation including a map of Fed space and its neighbours, 6 starbases, 17 planets, 11 allen races which includes Klingons, Romulans, Gorns, Thollans, dozens of weapons and technology, 18 fully-stated sitps, tons of ideas and advise for running your own adventures. \$71.45

Star Trek Original Narrator's Toolkit includes a three panel GM screen plus 64 page book full of advice, tips and instructions on narrating adventures, including eight episode design techniques. \$32.95

Among the Clans: the Andorians These people have always been a paradox and mystery to the Federation. Now learn their secret history, codes of honor, pilot their sleek power free trader fleet; has seven fully stated new ships, seven ready to run support characters, etc. \$43.95

#### STAR TREK The Next Generation

play, new rules for explosives, medications, hand-to-hand compat, and a new starbase setting, Hardcover, S52.75

The Definitive Star Trek Trivia Book Not by LUG. The ultimate collection of memory testers, brainteasers, and mind-bending minutiae from 34 years of Star Trek TV series and movies. Wow. \$32.95

The First Line: Starfleet Intelligence Handbook Focuses on the shadowy world of espionage in the 24<sup>th</sup> century. With character generation for Starfleet intelligence operatives; details on rival agencies such as the Tal Shiar and Obsidian Orders; new S1 technology. \$30.75

The Killingon Empire Honorable, bloodthirsty, warlike, the Killingons are all this and more. All the info needed on playing Klingon warriors, with their skills and traits. Due Nov. this and more. All the into needed on playing kingon warrors, with their swits and traits. Due Nov. 371.45

The Price of Freedom Hardcover sourcebook of the United Federation of Planets. Gives the history of the UFP, politics, the founding words; detailed examination of Starfleet, its operations and branches; 14 new space ships: the UFP Merchant Manire; guidelines for playing non-Starfleet personnel; UFP economy, technology, colonies, etc. \$50.55

The Way of Kolinahr: the Vulcans Vulcan history, politics, role within the UFP. How to play Vulcan characters; Vulcan philosophical schools; psionic disciplines; Vulcan technology and devices.

The Way of d'era: the Romulan Star Empire They are the hidden enemy, the foe who is both unknown and unknowable. Details history and politics, the Imperial government and the Senate, the Romulan Star Navy, Romulan worlds, new ships, technology, aliens, etc. \$71.45

#### STAR TREK Deep Space Nine

STAR TREK Deep Space 9 RPG invites players to explore the frontiers of the Alpha Quadrant, far from gleaming starships and Federation law. Players shed Starfled uniforms to become Cardassian spies, Space 19 starships and Station crew. 5 new templates include Station crew. 5 new templates include Maquis, perfaint, pirate, spy, warrior, Heaps of Info on DS9 and crew. Hardback book...\$71.45 Deep Space 9 Narrator's Toolkit Includes a GM Screen plus 64 sourcebook which covers basic & advanced storytelling fundamentals, scene creation and episode construction, guide to the Bajor Sector & peoples........\$32.95 Raiders, Renegades & Roques The underworld, the black markets, the back alleys, the pirate hideouts. Pirates, privateers, raiders, gamblers, thieves, con men, mercenaries, assassins, bounty hunters. Six new ships......\$40.65

# **Star Wars**

STAR WARS ROLEPLAYING GAME By Wizards of the Coast. An illustrated hardcover rulebook. Has all you need to play the game, character creation, the Force and its powers, spaceship combat, etc. Lets you play either pisode I or Disodes IV — VI, and the Star Wars novels. Due Nov. 372.95
Star Wars Episode I Adventure Game The introductory product for the new Star Wars RPG. A complete RPG in itself, it has rules, maps, dice, character sheets, an adventure, etc. You can play as Jedi Knights, Gungans, other characters from the movie. Due October.

31.95
Star Wars Character Record Sheets These forms provide an easy way for players to keep track of their characters as they develop. Nov. 321.50
Star Wars Gamemaster Screen 8 panels of the most useful tables and charts from the roleplaying game. Due Feb.

320.95
Heroes Boxed set of 30mm miniatures of Obi-Wan, Padme, Qui-Gon Jinn, Amidala, Anakin, Jar Jar Binisk, Captain Panaka. Due Jan.

342.95
LiVing Force Campaign Guide Designed for the RPGA. Details a star system, complete with planet descriptions, important NPC profiles, interplanetary organizations to join or fight against, etc. Due March. 332.95
Rebellion Era Sourcebook Hardcover book detailing the Empire and the Rebel Alliance from the Classic Star Wars universe, From weapon and ship

# 62 - Roleplaying Games: Strange Frontiers - Vampire: Masquerade

# **Strange Frontiers**

STRANGE FRONTIERS RPG By New World Games. The year is 2119 on Earth. The United Nations Intergalactic Treaty has declared the planet Tarrath off-limits to Space Dogs, Tarrithium Miners and High Tech Corporations. But a host of offenders are making life difficult for all living on the planet, with the whole planet now having a kind of 'wilder west' level of technology and living style. Unique magic and combat system, 11 races, 13 professions, 183 skills, 144 spells, etc. ......\$43.95

# **Stuper Powers!**

# **Systems Failure**

SYSTEMS FAILURE RPG A new RPG by Palladium. The Y2K bug sent the world 'off-line', followed soon by anarchy leading to the collapse of whole cities, made infinitely worse by an invasion of aliens that feed off human energy and turn humans into zomble-like slaves. All that is left of the human race are the Survivalists, Nature-Lovers, Farmers. Gun Bunnies, Eggheads, and backwood wackos. You play one of these wackos, fighting to save the world from its post holocaust disaster. .....\$23.95

## Swashbuckler

# Teenagers from OuterSpace

# Tenchi Muyo!

Tenchi Muyol RPG A stunning full color prodution by Guardians of Order. Tenchi Masaki was an ordinary Japanese high school student until he accidently releases a legendary demon imprisoned near his family's shrine. Except the demon is actually a motley crew of alien women, who all now live in his household, and all vying for his attention. They aliens include a princess, galactic policewoman, girl, space pirate, scientific genius. Then Tenchi discovers that he is the inheritor of ancient and wondrous power. 500 color photos.

# The Dominion Tank Police

## The Devil's Addition

# The Everlasting

THE EVERLASTING Foundation Book I Book of the Unliving Written by Steven Brown, who has written many White Wolf products, such as Difference Secrets of the Black Hand. This book is a complete roleplaying game, set in a world which is a dayfream shadow of our own really. Join modern-day angels, dragons, elves, vampires, mythic gods, nightmare lords, immorating fall knights, werewolves, etc. This first book introduces you to the darker side of the Secret World, where you take on the role of Dead Souls, Deathmech Cyborgs, Ghuls, Grim Reapers, Reanimates, Revenants, Vampires, the Catacombs, Underworld, etc. New concepts are introduced, such as communal protagonists, customizable rules, gamemasterless options, dream control methods, and can be played with playing cards, dice, or even freeform.494.95 THE EVERLASTING Foundation Book II Book of the Light This is also a complete roleplaying game. It introduces you to the epic struggle between good and evil that is taking place throughout the Secret World, it features angels - including half angels, deevas the mythic gods. Questers (immortal grail knights), Demons, the Wer, the Astral Aethyrs, the Sewn Heavens, New Camelot, the Netherworlds, etc.

\$49.45
THE EVERLASTING Foundation Book III Book of the Spirits The secret world, a daydream shadow of our reality. You are no human; you are a THE EVERLASTING Foundation Book I Book of the Unliving Wi 

# Tinker's Damn

TINKER'S DAMN RPG A roleplaying game of Japanese animation girls with rabbit ears and big oval eyes. The game can be based on any genre, not just solf-il and fantasy. Ever wondered what it would be like to use magic in a private detective game? Then check out Hot Rod Apocalypse, just one of the three sample campagins provided in the book. Includes creating characters, vehicle design and combat, magic, the net, cyborgs & robots, weapons and weapon design, etc.

#### Traveller

TRAVELLER BOOKS 0 — 8 The Classic Books This huge volume reprints in one volume all nine of the original Traveller rules books, which are: 0 -Introduction to Traveller, 1 — Characters and Combat, 2 — Starships, 3 — Worlds and Adventures; 4 — Mercenary, 5 — High Guard; 6 — Scouts; 7 —

Merchant Prince; 8 — Robots. This is the golden age of the Third Imperium. By Far Future Enterprises. \$59.95
TRAVELLER BOOKS The Supplements This huge volume reprints Supplements 1 — 13, which includes Characters, Animal Encounters, The Spinward Marches, Citizens of the Imperium, Lightning Class Cruisers, 76
Patrons, Traders & Gunboats, Library Data A — M, Fighting Ships, The Solomani Rim, Library Data N — Z, Forms & Charts, Veterans. \$74.80
TRAVELLER BOOKS The Adventures This huge volume reprints Adventures 1 — 13. Includes the Kinunir, Research Station Gamma, Twillight's Peak, Leviathan, Trillion, Credit Squadron, Expedition to Zhodane, Broadsword, Prison Planer, Nomads of the World Cean, Safari Ship, Murder on Arcturus Station, Secret of the Ancients, Signal GK. Due Sept. .....\$74.95

## Tribe 8

into the darkness that they try to hide even from their own selves......\$44.95 Word of the Pillars Sourcebook and player's guide for Joan the Warrior and Tera Sheba the Wise tribes. Secret histories, rites, rituals, important tribe members, & why they have such a hardline against the Fallen.......\$36.25

# Tribes

# **Trinity**

### **Tunnels & Trolls**

## Twilight Imperium

#### Unknown Armies

UNKNOWN ARMIES RPG By Atlas Games. A brand new roleplaying game of transcendental horror and furious action. The world spins madly towards the end of time. Self-appointed messiahs are appearing everywhere, weird cults arise daily, and magic flows from the wounds of the world. The occult underground rings with the battles of unknown armies; magical adepts face off with gun-toting enforcers and weirdos of every stripe; clockwork humans and plodding golems slip through the cracks of society. Entropics eat you memories and then spit them back at you with poison added; the sects and fringe groups vie against each other. Loathsome monsters, bizarre supernatural forces, mind bending magic, warring cults, and ten-housand bullets. 224 pages, for mature readers only.

Lawyers, Guns & Money Covers UAs biggest cabal: history, structure, high-tech equipment, magickal gear, sample agents, dossiers, secrets Alex

# Unsanctioned

# **Usagi Yojimbo**

# **Vampire Hunter\$**

# Vampire: the Masquerade

even vampires fear to tread. Gilde through the enegativ sativity of conclusions and the through the depths of the Dark Continent. Includes Australia, Japan, & the USA.

\$37.35
Blood Magic: Secrets of Thaumaturgy Has the most lealously quarded powers of the blood magicians of Clan Tremere, powers that have let their clan ascend to prominence. More than a simple book of spells, it also addresses the practice of Thaumaturgy as well as its powers.

\$42.85
Book of Nod Pocket sized book that contains the records of the birth of the undead, with invaluable insight into vampire origins.

\$19.00
Book of Nod Limited Edition As above but with hard leatherette cover and silver edged pages. Limited edition, so only while stocks last.

\$42.85
Chicago Chronicles Vol 1 A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago.

\$41.25
Chicago Chronicles Vol 3 A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. Hale of betrayal, hatred and revenge.

\$37.35
Children of the Night Fully details the heavy-hitters of Vampire's World of barkness—the Lords after Dusk. Includes the justicars and many archons of the Camarilla, as well as key princes, bishops, pack priests, Sabbat cardinals and prisc and an inscrutable inconnu or Vision for the Night Colony and Allein Hunger.

Class of Darkness #3 An account of Kindred control, corruption and conspiracies across America. This book combines the previously out of print Dark Colony and Allein Hunger.

Class Dock. Assamite 2 Details the development of the Park and their manile of silence. 23 editional bases gold information than the <sup>15</sup> Ed. Due Dec. 354.85. Clanbook: Glovanni 2<sup>nd</sup> Ed With vast wealth, the ability to command the spirits of the dead, and a strict familial hierarchy, the greatest enemy to stand against Clan Giovanni is. Istelf\_Due April.

S11.95

Clan Book: Lasombra 2<sup>nd</sup> Ed Are the Lasombra truly the esteemed leaders of the Sword of Caine, or do they simply abuse it to serve their own ends? The villest secrets and Iong term goals of this clan. Due Jan. S11.95

Clan Book: Malkavian 2<sup>nd</sup> Ed In-depth treatment of the clan's fragmented personalities, including the madness network, the spread of Dementation and tips for storytelling and roleplaying insanity.

\$31.85

Clan Book: Nosferatu 2<sup>nd</sup> Ed Most ville of the vamplres, they have formed an underworld of darkness in the sewers beneath the city. This new edition is 32 pages longer, & re-examiges earlier concepts.

Clan Book: Nosferatu 2<sup>nd</sup> Ed Was the near annihilation of this young ultrant clan, a Biblical punjishment or a rebirth? Due May.

\$31.85

Clan Book: Settite 2<sup>nd</sup> Ed Uncovers the clan's secret quest to resurrect their undead vamptre-god' expands the clan's presence from its North African temples to its havens in every corner of the world. Due March.

\$31.95

Clan Book: Toreador 2<sup>nd</sup> Ed This Spanish clan helped found the Camarilla and have extensive dealings with mortals. This expanded volume has 32 extra pages, allowing you to add further depth to characters. \$31.85

Clan Book: Termere 2<sup>nd</sup> Ed Bound by the traditions of the Camarilla and of its own, this caln leads a double unlife. This 2<sup>nd</sup> Ed is 32 pages longer than the original, allowing you to add qreat depth to characters. Now.

\$31.85

Clan Book: Terminece 2<sup>nd</sup> Ed The modern rights have caught up with these monsters, who have fallen from their place as masters of hoary estates to degenerates bound by the callous whims of the Sabbot. Due Feb., \$31.95

Clan Book: Terminece 2<sup>nd</sup> Ed The wortune have assumed the prestigious but demanding roles of leaders. But is this for the good of all Kindred, or is his all demanding roles of leade

Clan Book: Ventrue 2<sup>m0</sup> Ed The Ventrue have assumed the prestigious but demanding roles of leaders. But is this for the good of all Kindred, or is this all a façade that hides their exceedes & greed? See black secrets. \$31.85 Demon Hunter X For World of Darkness. Describes those rare mortals of the Far East who pit themselves against the Middle Kingdom's monstrous denizens. From the millennia-old tradition of the Shih to the top-secret, high-tech Strike Force Zero. \$30.75 Diablerie A combination of the two out of print titles Awakening and Bloody Hearts. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. \$38.45

# Roleplaying Games: Vampire: the Dark Ages - 63

Caine. \$38.45

Mummy: The Resurrection in the tradition of Kindred of the East. The Spell of Life has failed. In its place, Osiris has handed down a new ritual to his priests and thus created a whole new breed of mummy. Delves into the Middle Eastern World fo Darkness to bring completely revised and updated rules fo playing a new kind of mummy character. New spells, new horrors, mysteries o through backstabbing, butchery and bloodshed.

The Giovanni Chronicles III: The Sun Has Set It is the 19th Century, and Britannia raises her flag across the world. The murder of Cappadocius is rapidly becoming ancient history, But in the shadows, the Giovanni still plot and scheme to achieve apotheosis. Can your characters, now mightly elders, stop the necromancers?.....\$31.00
The Giovanni Chronicles IV: Nuova Malattia The culmination of the The Giovanni Chronicles IV: Nuova Malattia The culmination of the Chronicles, with treachery and cunning by the Milliner family of Clan Giovanni. Offers players a chance to participate in one of the critical sect battles of the Final Nights. From the 1920 to the terror of modern nights.

\$40.85

The Time of Thin Blood Allows players to portray the hunted childer of high-generation vampires. Also offers a glimpso of an event in the unfolding Gehenna. With rules for creating 15<sup>th</sup> generation vampires & their children, a weath of setting material, and the death of a clan.

\$34.05

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storyfelling. In Dook forth: There are the second setting, intricacles of Kindred society and social structures, & tons of ideas for storytelling. \$32.95

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. \$28.05

The Masquerade: The Elder's Revenge "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work.

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolfs fur white & make a vampire's fangs fall out.

\$29.65

The World of Darkness: Hong Kong Hong Kong, exolic, vibrant, and deadly. The mortal power structure isn't the only thing changed about this city. Under the cover of Chinese occupation, a myriad of supernatural powers via for dominance. Never before seen mix of all character types from vampires to wraiths.

\$37.35

Wampire Revised CD-ROM Combines the following books onto CD-ROM: Vampire the Masquerade RPG, Guide to the Camarilla, Gu Sabbat, Storytellers Handbook, Storytellers Companion, Also has a revised Vampire Storytellers Companion & GM Screen Your typical GM Screen pion by the 72 page Storytellers Companion, which details lesser bloodlines such as the Salubri, Samedi, & Daughters of Cacophany, new weapons & frightening disciplines rumored by the Kindred. \$30.75 Vampire Storytellers Handbook Revised Ed An invaluable aid for storytellers. It includes a myriad of information, including enigmas best left out of players' hands. This fully revised edition has systems for rare bloodlines, disciplines and elder vampires; presents a Vampire FAQ, details the True hand, crossovers with other WOD games; etc. Hardcover. \$48.00 Vampire Storytellers Handbook Limited Ed As above, but with a leather hardback cover, in a hardcover slip case, and also comes with a leather hardcover four-panel storytellers screen.

Vampire T-Shirt XL T-Shirt that says Vampire: The Masquerade ... \$40.65 War of Ages Includes the Anarch Cookbook and Elysium, where vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only... \$34.05

#### KINDRED OF THE EAST

KINDRED OF THE EAST

Kindred of the East A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few Children of Caine dwelling in Asia whisper of the montrous Cathayans, the shadowy vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the kindred a facade of omnipotence. But now the new age is at hand. This sourcebook details these eastern deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information.

\$52.75

Blood & Silk The year is 1197 AD. It is the Fourth Age of the World, and cultural information.

\$52.75

Blood & Silk The year is 1197 AD. It is the Fourth Age of the World, and with the beautiful or holy is dying. Cainties and other monsters take new steps along the Silk Road, while the Wan Kuei rage agains the heavens. A historical look at the Kuei-jin of the Dark Ages & their Middle Kingdom \$42.95

Dharma Book: Bore Flowers They know the secrets of the Underworld. They lands of the living hold no mysteries for them, nor do the realms of the Yama Kings. Presents their plans for the West.

\$30.75

Dharma Book: Devil-Tigers A complete guide to playing the most ferocious and evil of the Dharmas. New rites and disciplines and history of the Dharma. For mature readers only.

\$30.75

Dharma Book: Thousand Whispers Complete guide to playing the enignatic chameleons of the Middle Kingdom. The secrets of the Broken Mask Fechnique, in which a vampire lives mortal lives, are within, Jan. \$31,95

Half-Dlamned: Dharman Whispers Complete guide to the orthogen the secrets of the Broken Mask Fechnique in which a vampire lives mortal lives, are worthing for the orthogen the formal children or the mortal children or th Technique, in which a vampire lives mortal lives, are within Jan. \$31,95 Half-Dammodr. What does it take to be one of the mortal children of the walking dead? New powers based on the incredible joss of the half-damned, history of dhampyrs dating back to the Third Age. ....\$29.65

Killing Streets Explores the dark corne runared of the East Companion Now the Kuel-jin are presented in greater detail. Journeys into the lairs of the mandarins and the temples of their enemies, exploring the underground beliefs and bizarre powers that even the Kuel-jin fear, Also writings that defy Xue, and the creatures just beyond the shroud of Asia's grand and corrupt courts.

\$40.65

\*\*Shadow War A guide to warfare among the Kuel-jin. From the honorable strife of the twilight war to the relentless savagery of midnight war against the Yama Kings servants; the Kuel-jin invasion of California.

\$32.95

\*\*The Thousand Hells Intense images and descriptions of the Asian helis where the monstrous Yama Kings sold sway. Here are the hidden secrets of the demon lords who seek to rule the Sixth Age, and their domains...\$36.25

#### VAMPIRE MIND'S EYE THEATRE

control the true power. Sanction to the powers belonging only to these ancients, whom control the true power. Sanction to the Hunt For Mind's Eye Theatre. Provides what you need to hunt down everything from vampires to risen, changelings to Glass Walkers. You might even live to learn about it. With rules for character creation, updated and revised Numina. Laws of the Night Vampire Storyteller Guide New rules about th Neglation and the Bright. He will retail by all she highly sold for the Bright State of Soules The Book of Ghouls For Mind's Eye Theatre. Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire. Incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. \$23.65 

#### VAMPIRE NOVELS

Eternal Hearts Hardcover novel which depicts an erotic journey through e deadly world of Vampire.....\$40.65

### The Masquerade of the Red Death Trilogy

# Trilogy of the Blood Curse

The Devil's Advocate Savage madness seizes vampires worldwide elentless hunger gnaws, no matter how many drained, withered mortals litte the street. \$12.05

2. The Winnowing As countiess vampires perish in torment, the survivors jockey ruthlessly for any advantage. Disturbing visions haunt Owain night and day. Is he touched by the Curse, or something far more sinister. \$12.05

3. Dark Prophecy Ancient forces beneath the Earth arise, awakened by the Blood Curse. Kindred and kin alike prepare to destroy each other in a bloodbath at the end of time, unless Owain can stop it. But who can he trust?......\$12.05

#### Sonja Blue Novels

#### The Clan Novels

 Clan Novel: Toreador The Toreador are dismissed as hedonists, but they
are not easily ignored. This story focuses on Victoria Ash, who uses her art
museum to take control of Atlanta, while Leopold the sculpture is forced to are not easily signored. This story roccuss of Viscolar Am. 1985.

Thuseum to take control of Atlanta, while Leopold the sculpture is forced to rediscover his past.

\$12.05

Clan Novel: Tzimisce introduces the Sabbat side of the conflict through Sascha Vykos, a deprayed and incredibly powerful night-predator. A war along the American East Coast erupts as the Sabbat launches relentess attacks against Camarilla-held clies.

\$12.05

S. Clan Novel: Gangrel Ramona, a neonate member of Clan Cangrel, must face a terrible power, a force so great that the Gangrel elders believe it is had Anteolitivation, one of the most ancient vampires.

\$12.05

4. Clan Novel: Settle Little does Hesha realise that a chance encounter in New York is a strand of the same web that brings the Eye of Hazimel into the hands of one of his own agents, only to be lost again.

\$12.05

S. Clan Novel: Ventrue The Camarilla prepares for war against the Sabbat in the tenge for mass murders, and many kindred attend a council. But can they in the same web that brings the Sabbat in the sabbat will be sabbat the sabbat that the sabbat archibishop. She never fails. But the Sabbat templar Talley is sworm to protect the archibishop, providing he can find out which one is the target. And he never fails one of these two monstrous killers is about to learn to lose.

\$12.05

S. Clan Novel: Raynos Khaill is a Raynos, the only one in New York City. Armed with secrets, a hidden ally, a burning thirst for revenge, and a hostage he saves from death, he is going to take the Camarilla and Sabat for all he can waves.

12. Clan Novel: Tremere Magic, manipulation and murder. Sturbridge is holding the front line against the Sabbat, but now a murder in the very heart of her chantry creates havor, and secrets from her own darfs past arise, \$12.65.

13. Clan Novel: Nosferatu The Nosferatu Calebros is asked to solve the mysterious murder of their clan leader Petrodon. But an even deeper mystery awaits regarding the identity of the murderer.

\$12.95.

14. Clan Novel: Anthology Written by the same authors, here new tales of the same characters that were presented in the Clan tales are set after the conclusion of the 13 Clan novels. Due Oct.

#### The Clan Novel Trilogies

#### The Predator & Prey Novels

# Vampire: the Dark Ages

impending invasion. \$28.05 Fountains of Bright Crimson in 1099 AD, a lunatic screams at midnight beside a well whose waters are red with blood. Whose blood is it? And why does a shepherd gather every drop? Why do lunnels that even Nosferatu fear echo with inhuman footsteps and howls? Stand alone adventure. ...\$16.45

House of Tremere Handbook to Ceoris, head of Clan and House A complete cast of characters, detailed guide to their massive fortress, see the spawning pits of the gargolyes, & see their ultimate fate. Oec. \$42,85
Jerusalem by Night Learn the ways of this crucial city. Discover the ancient alliances and crusades. Meet the Cainties who have seen millennia from their perch atop David's city. With vampires knights, pligrims and ghouls of royal blood. \$36.25
Libellius Sanguinis Vol 1: Masters of the State. Includes vital information on the three clans of nobility, the Lasombra, Tzimisce and Venture; expanded discipline powers, new abilities and details on clan activities in medieval Europe, hints of secrets. \$31.85
Libellus Sanguinis Vol 2: Keepers of the Word A 3-in-1 clanbook. The Tremerer have seized immortality for themselves and are despised and Libelius Sangunis Vol 2: Keepers of the Word A 3-in-1 clanbook. The Tremere have seized immortality for themselves, and are despised and hunted. The Toreador dance to the music of prestige and slander. The Brujah want to shatter the Long Night.

Libelius Sanguinis Vol 3: Wolves at the Door A 3-in-1 clan book. The infidel Assamites, the Followers serving the dark will of Set, and the Sons of the Walkuries, the wandering Gangrel. Also details the lands of the Middle East, with hidden truths and secret truths of these clans.

\$32.95 

# 64 - Roleplaying Games: Warhammer Fantasy – Zero

Three Pillars Lords and ladies, abbots and nuns, serfs and guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierachy with their own society of the Long Night?

Transylvania By Night A sourcebook depicting the classic vampire country of Eastern Europe as it was during the Middle Ages. The denizens have known the tread of the Hun, the Roman, the Magyar, yet they stand defiant. A dangerous place.

\$36.25
Transylvania Chronicles I: Dark Tides Rising To whom should a coterie lend its support: the monstrous Tzimisce, the murderous Tremer or the expansionist Ventrue? Or should the Cainites stake their own claim in Transylvania?

\$30.75
Transylvania Chronicles 2: Son of the Dragon The players Characters

#### VAMPIRE: DARK AGES NOVELS

1. Dark Tyrants Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. Softcover. ..........\$12.05

The Grails Covenant Trilogy

1. To Sift Through Bitter Ashes Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar as the lair of an ancient Egyptian evil. —\$12.65

2. To Speak in Lifeless Tongues Montrovant hears that the Knights Templar are about to fall, so he sets off to the rescue, and on the way becomes embroiled with Santos, Kli Kodesh, an ancient Nosferatu, etc. —\$12.05

3. To Dream of Dreamers Lost After centuries of plotting and scheming, Montrovant draws close to finding the Grail. But an undead vampire hunter seeks him, as well as an enemy vampire who somehow escaped destruction at this hands. \$12.05

# Warhammer Fantasy

WARHAMMER FANTASY ROLE PLAY This is an exact reprint of Games ancient demons are followed by penic and rioling, and the city is in danger or being destroyed completely.

S38.45

Doomstones Vol I: Fire & Blood A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artefact, the Crystals of Power, Mystery & adventure!

S50.55

Doomstones Vol II: Wars & Death Reprints Death Rock and Dwarf Wars, plus new material. Can be played as a sequel to Fire & Blood, or as a stand alone adventure. The player characters must follow a line of clues to track down four crystals with a terrible, dark secret, that have been cleverly hidden in a dwarven mountain. Mixes investigation, exploration and combat. S50.55 Doomstones Vol III: Heart of Chaos The final and never before the final and PCs accidentally created in Doomstones II. Due Dec. \$38.50 GM's Screen and two for Pack Four panel GM Screen and two for pack Four panel GM Screen and two for pack on the pack for the rulebook, a calendar for the pack for the rulebook, a calendar for the pack for the rulebook. 

#### The Enemy Within Campaign

Shadows Over Bogenhafen The enemies within the Empire. This book is a compilation of two old titles, The Enemy Withing and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, etc., \$36.25 Death on the Reik Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants. Skaven and desperate cultists, and eventually Chaos. \$36.25 Power Behind the Throne Expanded and with a brand new adventure. Refugees feeing town, ricidiculous taxes, priests of Ulric & Sigmar fighting in the streets, rumors of beasts in the sewers. Something is very wrong in the city of Middenhiem! With maps, handouts, 22 major NPCs. Can you outwit the forces of Chaos? \$36.25

Something Rotten in Kislev Three linked adventures. Sent to Kislev to help the Tsar, the adventurers content with undead, beastmen, ghosts, hobgobilins, Chaos, strange spirits, and the Kislevites! Also history, culture, religion, and hand-outs such as maps, six pre-generated PCs, etc......\$36.25

# Werewolf: the Apocalypse

WEREWOLF: The Apocalypse 2nd Edition Second in White Wolfs

vices), and new materials season in about 1985.

\$42.85

Litany of the Tribes Vol 2 Combines several out of print books, Fianna, Get of Fennis, and Glass Walkers Tribebook. For Werewolf and Werewolf Wild West. The Garou have a common enemy, the Wyrm, and dissension has made it strong. Now werewolves must unite or they will all be distroyed, along with our \$40.65.

world.

Litany of the Tribes Vol 3 Combines several out of print books, the Rec
Talons, Shadow Lords and Silent Striders tribebooks, also with Werewolf: the
Wild West.

\$43.95

Litany of the Tribes voi 3 continues secretaria and price of the Wild West.

\*\*A3.95
Litany of the Tribes Voi 4 Units four previously out of print books, Silver Fangs, Stargazers, Ulklena, and Wendigo. Secret information about these four ribes is presented for both the modern world and the wild west.

\*\*\*A6.75
Midnight Circus A World of Darkness sourcebook. Come and visit Anastagio's carnival and circus, full of all kinds of freaks.

\*\*\$31.85
Mokole Changing Breed book. Details the werecrocodiles society, from the four major tribes that populate the hot places of the world; complete character creation rules, a look at the history of the world by the Memory of Gaia.\$42.85
Nuwisha Another Changing Breed book. Spotlights the werecoyotes, the tricksters par excellence of the World of Darkness, Learn their ancient tales, and the secrets they know about the approaching apocalypse.

\*\*\$25.85
Outcasts: Players Guide to Parlahs Clanbook, Tribebook, Tradition Book all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Carliffs, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Carliffs, the Garou Ronin, and Hollow Ones.

\*\*\$30.75
Rage Across Appalachia Deep in the backwoods of the southern destruction of their homes. Industry invades the mountains with roads and saphalt. But the Garou have teamed up with the native fea and together they resist and fight.

\*\*\$32.95

asphalt. But the Garou have tearned up with the native fae and togemen muresist and fight.

\$32.95

Rage Across the Heavens The orb of the Wyrm in the heavens opens, and madness and blasphemous consummation has come to pass. The Reckoning has come. Details Garou cosmology plus a complete story.

\$40.65

Rage Across the World Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caems; Places of Power, and Rage Across Russia.

\$37.35

Rage Across the World Vol 2 The War of the Apocalypse rages across the globe as the Wyrm seeks to destroy Gaia. This book includes Rage Across Australia and Dark Alliance: Vancouver.

\$37.35

Rage Across the World Vol 3 The Garou battle evils to the d eath to bring about a new Golden Age, but can Gaia be saved? includes two classics: Rage Across New York, and Rage Across the Amazon.

\$37.35

Ratkin The ratkin werebeasts boil up out of the sewers, to exact revenge upon the world for past wrongs. They are crazed, paranoid saboteurs with pienty of tricks. With a rat's-eye-view of the history of the world.

\$42.85

Rokea Changing breed book. Now the weresharks walk the land on two legs Nowthe balance shifts, and anyone who crosses them is prey. Society, abilities.

mystical powers and goals. Due April.

Subsidiaries: A Guide to Pentex Details the structure, products, mission statements and innermost goings-on of six of Pentex's nastiest sub-divisions, including Avalon Toys, Tellus Electronics, Magadon.

\$33.50

The Silver Record A book of Nod style book that contains tales of the First Times, and the old wars, and the End Times.

\$31.85

Uktena Tribebook The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a \$20.35

\*\*Umbra: RevIsed Covers every aspect of the spirit world in detail, from the wondrous and horrifying Realms to the mysteries of the Penumbra and Dark Umbra: This is the ultimate guide to the Umbra. Due March. \$42.95

\*\*Umbra: the Velvet Shadow Great adventures await the werewolves in the Umbra, the other world where werewolves often tread. But death also awaits, as the wyrm has infiltrated the Shadow. Details the places, spirits and cosmology of the Garou spirit world with 13 Near Realms, Tribal Homellands, str. cosmology of the Garou spirit world with 13 Near Realms, Tribal Homelands, etc. \$31.85

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wymrspawn too, from formor to Banes, and stats for famous Werewolf characters such as Lord Albrecht. \$28.05

Wendigo Tribebook The last of 13 thebbooks, now you can learn about the purest of the Pure Ones, of how they hunt monsters and drive them into their airs. Learn the special battle techniques of these fierce warriors. \$28.05

Werewolf T-Shirt X1. T-Shirt Werewolf: the Apocalypse. \$40.65

Werewolf The Dark Ages The vampire lords worriedly watch the forests below their castles. For great wolves hunt the wild places and pace the roads. Humans by day, but when the moon rises, their hunt begins. Allows players to explore the medieval WOD from the Garou's point of view. Contains everything you need to adapt werewolves to Dark Ages settings. \$47.25

Werewolf Chronicles Volume 1 Preserves the earlier, now out of print Werewolf Sourcebooks, Rite of Passage and Valkenburg Foundation, \$28.05

Werewolf Chronicles Volume 2 Gets back to the roots of Werewolf with wo out of print classics. Ways of the Wolf and Monkeywenchl Pentax - a book on the lupus Garou and the wordly embodiment of their enemy, the Wymis Fentex.

on the lupus Garou and the wordly embourners or une nor \$22.05.

Werewolf Dice Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube.

State of the state of t

of detailed antagonists, recommended in surgazers, pages upon pages of detailed antagonists, renown guidelines, combat rules. Due Jan. \$31.95 Werewolf Storytellers Handbook With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen thises. With new antagonists and allies of the Garou, from urban horrors to native American monsters. \$36.25

horrors to native American monsters. \$38.25 World of Darkness: Armory The high-tech and hard-tech realms of WOD. Not just stats & charts, but myriad storytelling possibilities for making weaponry realistic emprovering and terrifying. & how promises exports, Merch. \$38.50 World of Rage Takes Werewolf to a global scale, examining how the War of Apocalypse wages around the world in the Year of Revelations. From the Amazon War, trouble in Russia, to the struggles of the hengeyokal....\$42.85

#### Mind's Eye Theatre Live Roleplay

Laws of the Wild Why should dead people get all the attention when it comes to live action? This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the last, best hope this planet has: the Garou. 248 pages.

Changing Breeds Book One Now you can live roleplay the Nuwisha, Corax and Bastet. From new merits and flaws to strange gifts. Nov. ...\$31.85

#### Werewolf Tribe Novels

### Werewolf: the Wild West

WEREWOLF: THE WILD WEST RPG Like Vampire spawned a historical version, Vampire Dark Ages, now Werewolf has gone back to its past. A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. This is a hardcover book. \$50.55

Ghost Towns Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! How to create haunted locales. \$28.05

Laws of the Wild West Live roleplay rules for Werewoff: the Wild West, with the special gits of the West, updated rules for the feasome Storm Umbra, and new systems for grunslinging and staredown. \$30.75 the special gits of the West, updated rules for the teasome Storm Umbra, and new systems for quuslinging and staredown.

\$30.75

Tales from the Trails: Mexico Mexico in the 19th Century, A selection of settlements where outlaws can hide, the supernaturals that stalk the Mexican night, history of Mexico, a lynch mob of antagonists.

\$30.75

Werewoft: The Wild West Storyteller Screen Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc.

\$28.05

## Wraith: the Great War

Wraith: The Great War RPG A 224 page hardcover horror roleplaying game, the pre-quel to Wraith: the Oblivion. Outside the walls of Stygia, the 4<sup>th</sup> Great Mealstrom rages. In the skies overhead, ghostly pilots engage in doglights against shrieking spectres. The gates of the Necropol slam shut. A traitor works to topple what the Oblivion never could. Civil war is about to strike Stygia, and Charon, the one wraith who can prevent it, is missing. This is an era of innocence newly slaughtered and unimaginable terror unleashed. With rules for ghostly bi-planes, tanks, U-Boats, str.........\$48.00

# Zero